MORRIS-SYSTEMS CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

IN THIS ISSUE

Methods of Conducting Tourneys

Bendigo, the Conquerer

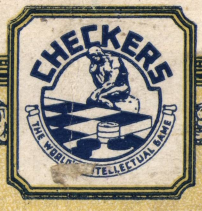
The Progress of Draughts

Cedar Point Tourney Plans Completed for August 2nd

Heffner's Problem Page

Brains and Brawn

The Board That Vanished



Vol. IV

No. 7

July, 1926

SEELBACH CHECKER SERVICE

Checker and Chess Books—Bought, Sold and Exchanged.

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CHECKER BOOKS IN PRINT:

Third American Tourney	$3.00	Jensen's Forced Checkers	$2.00
Fourth " "	4.00	Jordan's Guide, Vol. I.—9-13	1.00
Fifth " "	4.00	" Vol. II.—9-14 and 10-14	1.00
Sixth " "	3.00	" Vols. I. and II. in one book	1.50
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" Tricks and Puzzles	.15	" " 2nd ed., 56 pp.	.50
Banks *v.* Jordan, 1914	1.00	Lees' Guide	.75
" 1917, cloth	1.00	North Dakota State Checker Year Books:—1920, '22, '23, '24, '25,	
" paper	.50	'26, small paper.....each	.25
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Hanson-Davis Match Games Book ..... .50

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Cunnington, Chess for Beginners, paper	$ .35	Lasker (Ed.), Chess Strategy	2.50
" " " " cloth	.75	Mason, Art of Chess	2.00
Cook, Chess Player's Compendium	2.50	" Principles of Chess	2.00
Freeborough & Ranken, Chess Openings	1.50	" Chess Openings	.75
Gossip, Chess Player's Text Book	1.00	Mortimer, Chess Pocket Manual	.50
Gossip, Pocket Chess Manual	.50	Williams, Modern Chess Problem	1.50
Gossip & Lipschutz, Manual	3.00	Znosko-Borovski, Middle Game in Chess	3.50
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Checker Boards, Standard, plain or numbered for practice	each	.50
Emerson Binders for Checker, Chess and other magazines	upwards from	.90
American Checker Monthly, Official Organ of American Checker Association	1 year	3.00
Morris Systems Checkerist, monthly (a very fine work)	1 year	1.50
Draughts Review, monthly, the British Draughts periodical	1 year	1.50
Composition Checkers, Red and Black, 12 of each in box		.25
1925 Colorado Checker Bulletin, official organ Colorado Checker Association	1 year	1.00
London Championship Games (Draughts Review No. 8)		.15

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ALL BOOKS SENT POST PAID.

E. J. SEELBACH

3646 Lawrence Avenue — Chicago, Ill., U. S. A

MORRIS-SYSTEMS
CHECKERIST

A MONTHLY PUBLICATION DEVOTED TO THE INTERESTS OF THE CHECKER-PLAYING WORLD

NEWELL WILLIAMS BANKS, Editor
MATCH CHAMPION OF AMERICA
B. BROWARR and J. G. FINLEY, Associate Editors

Issued Monthly. Subscriptions $1.50 per year, payable in advance. Single Copies 25 cents. Foreign Countries, $1.75 per year.

Address all communications and make remittances payable to publishers, Morris- Systems Publishing Co., 550 W. Lafayette Blvd., Detroit, Mich. U. S. A.

Entered as second-class matter Aug. 1, 1924, at post office, Detroit, Mich., under Act of March 3, 1879

VOLUME IV. JULY, 1926 NUMBER 7

CEDAR POINT TOURNAMENT THIS YEAR WILL ATTRACT BEST CHECKER TALENT

* * * * *

Hundreds of Fans Plan to Attend Annual Outing

With the approach of mid-summer checker fans are looking forward with an eager eye to the annual Cedar Point Tourney and Outing, which is planned for August 2nd and the succeeding days at Cedar Point, across the bay from Sandusky, Ohio. There will be a Masters Tourney and a Tourists Tourney. The Masters Tourney will be conducted on the double-knockout style, same as last year. While the Tourists frolic will be a Round Robin. Play will start Monday, August 2nd at 1 P. M.

To put more pep into the Masters Tourney, and to make the heats more decisive, the Barred openings will be included in the ballot at all times; and the 11-man ballot system will be used to break ties after 10 games with no decision reached. Last year Reynolds and Rudolph played a memorable session of 10 draws with no decision, and then resorted to the 11-man ballot. The games then played on these openings furnished plenty of thrills and were conceded two of the finest games of the entire Tourney.

Several candidates for the All-American team have signified their intention of entering the major event, as well as three or four "selected" members. A powerful array of talent is thus expected to compete.

Fans who are anxious to help make this years' program a winner, can send donations toward the prizes to B. J. McGory, 1103 Ging Street, Sandusky, O. He is the secretary-treasurer of the Cedar Point Checker Association, and has been promoting this event annually for several years.

Cedar Point is one of Ohio's most attractive vacation spots, about a mile from the mainland and connected by a narrow penninsula. It is a veritable garden of beauty in the summer months, fronted by a sweep of fine beach ground, with every facility of a modern city at its command. A minature Coney Island is the playgrounds of the Point, which attract hundreds daily from nearby Ohio cities. Dancing nightly, excellent bands and orchestras, canoeing, bathing, roller coasting, which with moderate hotel rates and numerous other attractions make this summering spot a Mecca for lovers of checkers recreation and rest. It is an ideal place in which to spend a two weeks vacation.

In addition to the many other attractions on the checker program, blindfold simultaneous exhibitions at checkers will be given in the Coliseum each evening by Newell W. Banks, American Match Champion. This event attracted hundreds last year, and the crowd became so numerous that the exhibition was performed in the afternoon on the boardwalk fronting the beach. Gigantic wall boards are set up back of each checker board, so that the crowd can watch each game, move for move.

M. D. Teetzel plans to be present, while Michigan, Ohio, Illionis, Pennsylvania, and neighboring states will send forth their strongest players to compete in this gala event.

The Tourists Tourney will be strictly

for amateurs who have not yet made a niche in the hall of Checker fame. Lots of fun in store—boys come along and bring the wife—or is it sweetheart? ....

WHO IS THE MAN OF MYSTERY?

The following item appeared in a recent issue of the Melbourne (Australia) Weekly Times and refers to some Australian expert who is burning the checker trails right here in the good old U. S. A. Strange to relate, we have never heard of this "Galiath of Dama." Read on, MacBeth:

Bendigo the Conqueror!

Draughts experts of the staid club variety come and go but apparently the itinerant player, who hawks his ability from place to place, goes on forever. It is a great pity that "Bendigo," mentioned in the following excerpt, choose to waste his time and talents entirely in this fashion. America is busy trying to pick a team to play Great Britain in November of this year. She is anxious to find someone capable of wresting the world's championship title from Stewart, and yet this "wonder of wonders" is permitted to waste his energy behind a shop front. What can the "Big Seven" or Wendemuth, of Chicago, be thinking about? Why don't they seize this "star" with all their hands and chain him down for the international? Possibly, being an Australian, he has not yet been made an American citizen; but surely after sixteen years' residence a little thing like that could be overcome?—what is Congress for? Gonotsky with his humble stand at Coney Island, must be a very small proposition to this wonder player. What are American draughts magazines and other periodical journals in the States doing, that they have not unearthed this star before this?

Most people have been under the impression that the leading players of America are Banks, Gonotsky, Horr, Jordan, Ginsberg, Long, and other well-known experts, but it seems from the following extract from a local paper that they have a real champion without being aware of the fact:—"Bendigo, the champion draughts player for the past twelve years, has been well known in every town of Western America. He claims to be able to defeat anybody in the wide world at draughts, or checkers, as the game is called in the States. Travelling over a regular route between Chicago and San Francisco, he rents a shop, and there sets up his table and counters (sic). Wearing a red shirt, with black neckerchief, tied loosely at the throat, and moleskin trousers, with top boots, the whole set off with a wide-brimmed sombrero, he issues challenges to all comers for a game, guaranteeing to pay anybody who can beat him $500, which is in view in the form of a certified cheque in a frame. Acceptors of the challenge are numerous, and at 10 cents a game, the price paid by each player, Bendigo does well. When I last saw him he told me that he often cleared £4 and £5 a day above expenses, and as he is still at it, he must have a respectable sized bank account by now. Born in Melbourne, he worked in a Prahran shop until about sixteen years ago, when he went to the States." Our Australian leaders of the game must be congratulating themselves that this genius did not remain in Melbourne.

Ebert vs. Main

Edward E. Ebert, match champion of Michigan, will defend his title September 5th when he crosses swords with E. E. Main in a 20-game match at South Haven, Mich., September 5th and the succeeding days.

If a tie exists at the end of 20 games they will continue playing until one has secured a win in an even number of games. The Barred Openings will be played if drawn.

Each contestant puts up $50, and the South Haven boys will allow Mr. Ebert $25 for expenses.

Mr. Ebert won his title a year ago from Floyd Pennell of Grand Rapids, while Mr. Main is an old timer at the game, and is at present captaining the Great Lakes correspondence team of 10 in a match against Surrey County, England.

Brilliant Exhibition

N. W. Banks, the American match champion, engaged forty players simultaneously across board in The Province Building on Saturday evening of last week. Of these he won thirty-six, while four were drawn. Thereafter Mr. Banks played six games without sight of boards or pieces, the result being five wins in his favor, and one draw. The onlookers were delighted and astonished with the rapidity and accuracy of his play—Vancouver (B. C.), Province.

Australian Championship

From the Melbourne Times we learn that H. Egan, the checker editor, has recently won this important championship. There was a fairly large entry, among them being R. Holmes, an ex-champion, and a former Scottish expert. The finalists were the title-holder and V. Rickard, the N. S. W. champion. In this final Egan won easily with a score of 2-0, and one draw. This is the fourth year in succession the winner has annexed the title and the first prize.

METHODS OF CONDUCTING TOURNEYS

* * *

By E. B. HALLMAN

As enthusiasm for checkers waxes greater and greater during this summer of much tourney activity, the question of methods of play becomes highly interesting. There are two general ways by which to conduct a tourney, each method having its advantages as well as its disadvantages. One method, by which every player contests one or more games with every other entrant, is known as the "round robin" style; the other, under which the contestants are paired off, the losers dropping out after each round until all are eliminated except one, is popularly termed the "knock-out" style.

The "round robin" would seem at first glance to be the ideal, giving, as it does, every player chance to meet every other player, but it has three serious defects; it requires an almost prohibitive length of time where there are many entrants, it presents a problem impossible of fair solution when players drop out of a tourney before completing all of their games, and it affords opportunity for "frame-ups" where certain of the players wish to advance one man's interests at the expense of another's, as occasionally happens.

The time element criticism is frequently met by dividing players into smaller groups, the winners of these groups meeting in the finals. This, however, has the same disadvantage that the "knock out" has, without the saving grace of time gained by the latter plan; a strong player, who would in the "round robin" reach the finals, is eliminated in the smaller group by happening to be assigned to the group in which the tourney winner is entered.

The "knock out" system, the type employed in the recent British championship tourney and always used in the annual Scottish tournaments, is the quickest method of determining the leader, but it has two serious objections: it permits chance to play too large a part and it frequently results in a weak player's reaching the finals while a stronger one falls by the wayside. For example, if Brown and Smith are the two strongest entries and if they are paired together at the start, one is at once eliminated. This plan is criticised, too, because so many draws are played in a given heat without a decision that the tie has to be broken by resorting to the ballot or to the use of the "barred openings," neither being an altogether satisfactory method of finding the better player. Sometimes, too, one loss decides the issue.

The "knock out" has two great advantages: it makes possible the completion of a tourney in a minimum of time and it forces every contestant to do his best in every game, resulting in the production of a high standard of play throughout. It has the additional advantage of making every player stand on his own feet, with only himself to blame or praise for the result.

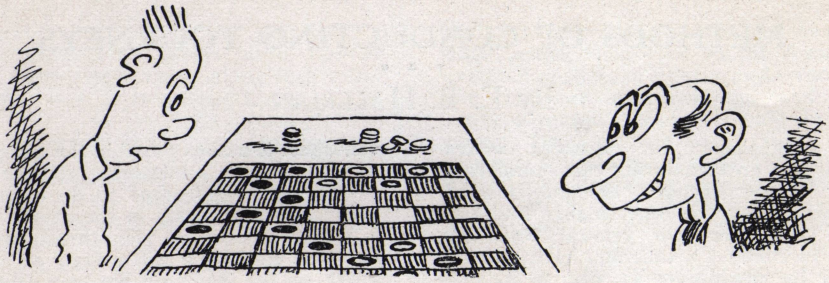
The chance result of a single loss in the "knock out" has been obviated by the "double knock out" system of August J. Heffner, the system followed so pleasingly and so successfully in American championship tourneys, most notably in the sixth. After many years of studying tourney methods in various games, we have come to the conclusion that this "double knock out" system is the best where time is any consideration and the one that we should adopt in our various state and city tourneys. To repeat its advantages: it saves time; it results in the highest possible quality of games; and, by permitting a player to continue in the tourney until he loses in two contests, it removes, so far as it can be removed, the element of chance.

Cohen Undecided

It will be disappointing news to the American checker fraternity to learn that Samuel Cohen, England's checker ace, does not expect to play on the British team in the approaching match with America. In a personal letter we received from him a few days ago he says that to come over with the British team would mean to give up his job and that in the present unsettled labor conditions in England he could not afford to do this, as he would likely be out of work for an indefinite period after returning home, and he is the sole support of his mother and three children. This is too bad. We trust something can be done by the other British players so that Cohen can take part in the big match.—Ernest Jackson in the "Columbia State."

North Carolina Tourney

North Carolina checker and chess devotees are holding their annual tourney in Charlotte July 5. Interest in both games is keen throughout the Old North state and a big attendance is expected. All the leading North Carolina checker players—among whom are Coit M. Robinson, H. C. MacNair, J. W. Elliott, A. S. Fuller, H. S. Anderson and Edward Scheidt—are expected to be in the fray.



Cartoon by J. R. Chapman of Atlanta, Ga.

"CLOSE THE WINDOW, THERE'S A DRAUGHT," SAID WILLIE.

There was a young son of a geezer
Who thought at the game he was Caesar
He thumbed his vest coat with a puff and
A gloat
Till he woke to the plot with a wheezer!

THE BOARD THAT VANISHED

An eastern writer tells this story of a remarkable checker board:

There was a checker board in this city a number of years ago—and probably it is still there—that was a sort of a grand mogul of checker boards. It was made in Florence and one man worked 280 years putting it together, or 280 men worked one year to complete it, I forget which. It was made in the top of a table and was composed of thousands of tiny pieces of stone, so nicely put together it was impossible to see where they joined. If the pieces of stone had been larger the checker board would have been made quicker. When the table was done there had been so much labor expended upon it that nobody in Italy could afford to buy it. The workmen were discouraged, but the master bid them be of good heart. He had been trying in vain to sell the table to some of his countrymen for $15,000, but he heard that a party of Americans were visiting Florence, and he placed a new tag on the table, marked it $30,000 and stood it in his show window. Sure enough, the Americans came along. One of them who might have turned up his nose at a mere $15,000 table, snapped at the $30,000 one. So it came to New York and stood for some years in a house in one of the cross streets very near Fifth avenue. About this time the owner of the table checker board determined to spend a year or two abroad. He had a large quantity of valuable furniture, all of which he removed to a storage warehouse, where the chairs and tables had "private plastered compartments at low rates." In Europe a year or more, he returned to find that the storage warehouse had "moved." That was nothing extraordinary, but the firm had forgotten to leave their new address (alas! for these convenient lapses of memory). In other words, they had taken all this gentleman's valuable furniture and disappeared. There was a long search and some of the furniture was recovered, but just where the $30,000 checker board is now, it would puzzle anybody to tell. This was, no doubt, the finest checker board in America, and perhaps the handsomest ever made.—Boston Globe.

P. S. We think it's a fable, but nevertheless we will offer the assurance of long lasting fame and $5,000.00 (in Siberian roubles) for information leading to the recovery of this notable board. (Ed.)

British Board of Control

(From Glasgow Herald)

Taking advantage of the presence of five representatives of the Board of Control in Sheffield in connection with the British championship the first meeting was held on Wednesday, 7th April. Mr. Honeyball, president E.D.A., was elected chairman, and Mr. M'Kay, Portobello, secretary. After a discussion it was agreed to leave it in the hands of Mr. McKay to draw up a constitution on the lines discussed and send same to Mr. Ashworth, secretary, E.D.A. When the secretaries had come to an agreement copies were to be sent to the other members for their consideration and approval. It was agreed that Wales and Ireland be invited to join the board.

The American International was considered. The English representatives thought the spring of 1927 was a more suitable date from a financial point of view. The next meeting of the board will probably be held at Perth in January, 1927.

During Mr. J. M'Kay's visit to Glasgow on the concluding day of the Cohen vs. O'Connor match he had the misfortune to have his coat taken away while dining in a restaurant. The loss is the more annoying as his notebook containing all particulars with reference to the British championship and a number of the games played were in the pockets.

THE PROGRESS OF DRAUGHTS 1842 V. 1892

(From an old clipping)

The Melbourne Weekly Times, commenting on the recent Wyllie-Jordan match, says:—"Youth now-a-days has many advantages unknown in the past, for the literature of the game is so easily to be had that any young man with determination to excell may soon be on par with the greatest veteran. This accounts for Freeman, Barker, and Reed not being afraid of the 'Herd Laddie' with more than half a century of practical experience. We consider Jordan's victory greater than any Wyllie ever acheived in his long career. When Wyllie was a young man he contested five matches with the veteran Anderson, the author of the standard work on draughts, and was beaten easily four out of five, and it is well-known that Anderson lost only the fifth through severe family bereavement at the time. Judging from his works, there are good grounds for believing that Anderson was the greatest draughts player who ever lived. At all events, he has done more for the advancement of the game than any other man. The fact of Jordan being the acknowledged champion of Edinburgh, coupled with his beating the Herd-Laddie' with all his 56 years' practical experience, seems to point him out as having quite a genius for the game, and should be persevere in his career we shall not be astonished if he proves himself a veritable 'Paul Morphy' of draughts. Paul Morphy left America for Europe when he was 21 years of age, with the object of playing all the noted chess players of the world, and he did so (with the exception of H. Staunton, the champion of England, who was afraid to meet him), with unfailing success. He beat the veteran Anderson, who occupied the same position in chess as Wyllie does now in draughts. Anderson gracefully acknowledged that Morphy was a phenomenal genius. Jordan's future career will be watched with interest, and should he be induced to take part in the Chicago World's Fair Draughts Tournament, it will lend an additional interest to that great event." Whilst the writer of the foregoing is in the main correct as to the advantages open to the young players of the present generation, we think he takes a prejudiced view of the respective abilities of Anderson, Wyllie, and Jordan. He must remember that when Wyllie met the great Anderson the latter was in the zenith of his fame, and ripe with experience without the drawback of the great age to which Wyllie had arrived when he met defeat at the hands of Jordan. As for saying that Anderson has done more for the advancement of the game than any other man, that must be cum grana salis. Granted that he improved the literature of the game, other writers have added improvement to improvement, and so the good work goes on; but who has equalled Wyllie as draughts missionary? He has peregrinated to the remotest corners of the earth, and spread abroad a knowledge of draughts wherever he has gone, his reputation and fame as the "Herd-Laddie" attracting attention to the game from all classes; and the thousands of games that he has played and published during the last fifty years remain as a monument to his abilities besides which the labors of all his predecessors and contemporaries look small by contrast.—Leeds Weekly Mercury.

A Thinker's Game

The introduction to the "Draughts Board" (O. S.) says: "Patience, courage, courtesy and self-reliance are essential to a successful pursuit of the game. Patience to investigate calmly and accurately the consequences attending each move; courage to act with promptitude and decision, and to bear with equanimity the reverses sustained in competition with a player of superior judgment; courtesy, which implies forbearance to and the recognition of equal rights and advantages for an adversary; and self-reliance, which begets independent judgment, the first practical step to mental culture and progress in this as in all other sciences.

"Even in its negative features, the game of draughts is entitled to our respectful admiration. Totally devoid of chance, its influences are repellant of the excesses which disfigure and militate against games in general. The abuse of intoxicating liquors cannot be associated with it, the indulgence in which, being at all times preventive to its practical development. Nor can the mischevious and alluring propensity of gambling be justly laid to its charge. In contests for the champi where the highest stakes are played for, the players whatever be their success, are but ill requited for the labor involved and the time spent in bringing the match to a conclusion. There is but the honorable ambition to excel in a mental conflict. At this game the ordinary and habitual gambler has no chance. Truly its intellectual grasp lies far beyond his comprehension."

Southern Tourney

It is planned to hold the South Carolina state tourney this year in Columbia, S. C., at the Y. M. C. A., play beginning at 10:00 a. m. on July 27, while the southern tournament is docketed for Charlotte at the Y. M. C. A. for August 10 and 11, play beginning at 10:00 o'clock on the morning of the 10th.

"BUTTINSKY" GOT STUNG

The following amusing story, clipped from the Providence Journal editorial page, would seem to show that it does not pay when one not initiated in the mysteries of Dama takes it upon himself to "butt in" on a checker game:

A Game of Checkers

An unusual ethical problem was raised by a game of checkers in New York the other day. Moralists who feel inclined to ravel the knotty question of when gambling is not gambling will not be compelled to endure a mental strain in this instance, however, for the point was very ably determined by Magistrate Glatzmayer.

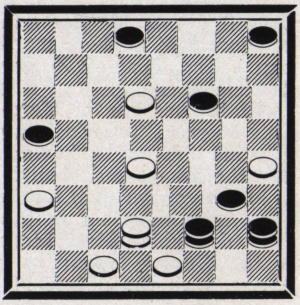
The circumstances were as follows: It seems that a real estate man, commonly known as a realtor, was strolling in Central Park observing the flora and fauna of spring. Among the vernal symbols he encountered in wandering along the side paths were two young men playing checkers, technically known as draughts. Noting that one youth had two kings against the other's three, he remarked that the youth with the two had no possible chance of winning the game. Both the players demurred at this statement and they proved they were right by letting the two kings conquer the three, thereby winning a small bet. The real estate man was interested and his education in checkers was continued, with the aid of wagers, until the young men had collected nine dollars of his money. Whereupon he called the police and had the experts haled to court.

After hearing the story the magistrate decided that the checker players had committed no offence against the law. The game in which they had engaged, he ruled, was not gambling. And, of course, it was not; it was a sure thing. It is a wise judge who can clearly discern the truth in a matter so overlaid with confusing facts. The real estate man, to be sure, lost his nine dollars, and it cannot be denied that in a sense he was buncoed out of the money, but that may be regarded as a penalty righteously imposed upon him for a deliberate violation of the ethical code.

A spectator at a checker game has no right to butt in on the proceedings with comment, advice or irrelevant remarks. If he does so he must expect to take the consequences. Checker players bitterly resent any intrusion from the side lines. It is particularly a glaring error for a spectator to tell a player that anything is impossible, and only a person suffering from temporary aberration would dream of betting against two checker players simultaneously. There are mysteries in checkers into which an outsider will advisedly refrain from inquiring too closely. All checker players will rejoice that this New York realtor got his nine dollars' worth of punishment, and they will feel that he escaped rather lightly at that.

A TALE OF THE OLDEN TIME

In one of the matches between Anderson and Wyllie, at an interesting point of a game, time was called upon the latter without any response, and to the surprise of all present, and to the horror and disappointment of his backers, Wyllie allowed the game to be declared against him through improper delay, but when the pieces were being drawn together for a fresh start, he became suddenly conscious of the awkwardness of his position, and exclaimed, "I could have won that game." Anderson's position at the time was wretched, but being so tickled with Wyllie's looks, his jovial nature caused him to forget all resonsibility to his backers, and he said, "Well Mr. Wyllie, if you can win it I'll give you back your time." The following is the position, and as it was played:



26-23	11-20	18-15	4- 8	23-19
27-32	10- 7	11-27	26-23	Wyllie
20-16	2-11	30-26	8-11	won

It was now Wyllie's turn to enjoy himself, and he glanced around the audience with the height of satisfaction beaming from every lineament of his genial countenance. The foregoing little episode reached us through the medium of tradition, but we have every reason to be satisfied that we are doing what is proper in giving it to our readers in good faith.

Dundee Barred in Correspondence Match

E. E. Main, captain of the Great Lakes correspondence team of ten players, reports that four games are being played on the Dundee Barred Opening. The American strategists are opposing the Surrey County, England, team.

This will undoubtedly bring out some interesting play, on this mysterious opening. Ralph D. Banks, Guy Garwood, L. S. Hart, Jr., Fred O'Melay, B. Dell, F. Pennell, W. F. B. Clevenger, Geo. S. Jennings, J. D. Mulvaney and Mr. Main constitute the American team.

A TRAP FOR LASKER — BUT IT DIDN'T WORK

By David A. Mitchell

The little moves in chess and checkers often upset our calculations and entirely disorganize our game. The tiny push of a piece or a pawn which we failed to consider may be the initial key to a brilliant combination. Something we quite overlooked.

Most defeats can be traced to our failure to consider the little moves, rather than errors in judgment. John F. Barry, of Boston, one of America's greatest chessists, can testify to the truth of this statement, and nearly every checker expert has had at least one experience of a simliar nature in a match or tourney. Barry's case is interesting, because it furnished proof of the uncanny skill of Dr. Emanuel Lasker when he was world's chess champion.

Dr. Lasker was scheduled to give a simultaneous exhibition in Boston. Preceding this he was booked to meet Boston's leading player in a regular time-limit game. Mr. Barry worked out a line of play in the Ruy Lopez opening which he thought would give him the best chance against the famous visitor.

Barry spents weeks in analyzing the variation and he found that he could force a win if Lasker played any move after a certain stage. John tested his analysis against the best players in the club and he got the line down so pat that no one was able to offer a defense for his attack.

The night before Lasker came to Boston, Barry ran through his dope in order to make sure of the play. Everything seemed to be perfect and he was about to put aside the board when he discovered a little pawn push that he had not considered. It was an insignificant move, but it seemed to offer possibilities of a reasonable defense. Investigation proved that if Lasker made this play he could escape with a narrow draw.

Barry thought that no living player would be able to find this move in cross-board play and he was well satisfied with his preliminary preparations for the contest.

Lasker Played Perfectly

Dr. Lasker appeared according to schedule and the game went on. Barry says that the master manipulated his pieces move for move according to the best analysis. He cleverly avoided all the little traps in the position and at last the game reached the stage where Lasker had to push the pawn.

The famous visitor stared at the board for exactly thirty-five minutes, but when he moved he pushed that pawn. Mr. Barry was so surprised that his game went to pieces from that stage.

We remember asking Lasker about his great match with Schlechter (a European master, now deceased), in which Lasker came perilously near to losing his laurels. It was the last game of the match, with the score 1 to 0 and 8 draws against Lasker. He had to win that last game in order to tie the match and retain his title. The game is a classic. Schlechter had a terrific attack, while the then champion's king was seemingly unprotected in an open field.

Lasker seemed to escape mate by an eyelash while his adversary drove his king from square to square. Finally the champion reached a post of safety and subsequently won the game. The post mortem proved that Lasker had made the best moves possible.

With the championship title at stake in a game of this kind, we naturally presumed that Dr. Lasker would feel a bit shaky and we intimated as much to him.

"No," he said, "I was quite sure of my position and I did not feel nervous. I knew Schlechter could not make more than one move at a time and I was prepared to meet the attack."

Someone asked Lasker recently for his opinion of the hyper-modern style of chess. "I don't know anything about it," Lasker answered, "I just play chess."

Draughts Older than Chess

Opinions differ and will probably continue to do so till the end of time—as to the comparative merits of draughts and chess, but the available historical evidence (writes W. W. in "The Glasgow Herald") seems to prove that draughts is the older game. In the course of elaborate excavations in Egypt by Professor Finders Petrie and other Egyptologists, draughts-boards have been discovered dating back to the Fourth Dynasty, some 3000 B. C. The pieces which have been found are all of one character. On the other hand chess has always had a variety of characters. In ancient Hindustan the pieces were the elephant, horse, camel, and foot-soldier. When the game was passed on to Europe these pieces became king, queen, bishop, knight, rook, and pawn. No traces have been found in Egypt of chess pieces contemporary with draughts relics. Boards and men are sometimes represented in the sarcophagi of the Eleventh Dynasty (about 2600 B. C.), and there is a beautiful coloured papyrus in the British Museum showing an egyptian queen playing draughts in the other world. The date of this is 1050 B. C.. As the simple almost invariably precedes the complex, those who maintain that chess is the derivative of draughts seem to have the stronger position. Of course, early Egyptian draughts differed in some respects from the modern game.

LITERARY CURIOSITY

As a literary curiosity the following abstract from an old Spanish work on draughts may interest our readers. The work is entitled "Introduction to the Game of Draughts," by Don Joseph Carlos Garcez, published in the year 1864:

"Legitimate pastime is not alone a relaxation, but a natural desire conceded to youth, so that it may not dissipate itself in dangerous pursuits. Such was the opinion expressed by the celebrated Seneca, when, on being questioned theron, answered, 'You do not see it. I am a child still, playing in the time that is yet mine.' The divine Plato, in his 'Republican,' taught that such was the medicine most suitable to reflective minds—'A truce to study and cares of government, not an idle pastime, but a business-like play, from which I cannot seduce myself. I do not live to play, but I play in order that I may live, and return with greater zest to the labors of life.'

And though this may be said of many games, it can with more justice be said of Jeu Di Damma, commonly called 'el marro.' When there are spectators, criticism is on the tapis, but animation does not give place to impatience, neither is successful play the result of chance, but is due to judgment and experience. The game of draughts may be likened to the game of life, seeing that we have at one time the pieces diverse in their value figuring on the board, but eventually all entombed on equality when swept without distinction in the sepulchre (sequillo.)

It is also a lively image of war, when the least error or a neglected stratagem occasions the loss of the battle. For fourteen years I have studied this entertaining game, forgetting in that time other games which have caused me disappointment and sorrow, and having played in various provinces with the most able players of Spain, who have all obtained proofs of my skill and conceded my experience, I have acquired such proficiency as to induce me to print this treatise, in which the reader will find games of every kind, of man to man, of king to king, and kings to kings, with instructions to play; also rules, customs, and explanations of the game, and the most scientific methods of opening.

My readers and lovers of the game will recognize numerous improvements on Lorenzo Valis, the Valencian, Pedro Ruiz Montero, Andaluz, and many other eminent players . . . . I do not wish to tire the reader when I entertain him, only I request him to amend my errors and relax the arch of his bowstring, not alone for the benefit of his health, but also for the pardon of my audacious ignorance."

FROM LYNN MASS.

The following item by John H. Finn in the "Lynn Item," gives a slant on what the New Englanders think of the coming International Match:

After all it really begins to look as though the coming international match may be played at New York. It is true that there are not many players around that city who could be depended upon to make a good showing in the matter of paid admissions, but there are some leading men in that city who more than make up for this as they are ready to give the teams both room and board, at one of the best hotels, and give the teams a large hall to play in at the same time. This, too, without expense of any kind.

Of course there are quite a few players in that section who could be relied upon to do all they could in the matter of paid admissions and other things, to make the match a success, but their number is not large compared to the number of players who would support the match here in Boston. Here there would be an audience and a good one, every day of the match.

But it is evident that this fine offer, coming from one of the leading hotel men of the city, cannot be ignored. It would mean a great saving to the American association, which organization must find the money and which must decide the matter also. Room and board for two weeks, or better, means much to the 25 or more players who would be engaged, and the free hall would mean much also. The only other expense that the association would be called upon to consider would be the fare across the Atlantic and this would be considerable, too. Fares would have to be paid both ways.

That there is considerable competition from different cities to get this match for themselves is shown by the action of the Chamber of Commerce of St. Petersburg, Florida, which has come to the front with an offer of $3000 toward the expense of the match, if held in that city. But the committee seemed to think that it would cost about that sum to pay railroad fares from New York and back. While the offer itself was a good one for any ordinary contest, it would hardly do for a meet of this kind.

It is now settled that either New York or Boston is to have the meet, and at this writing it is impossible to say which city will win. The players should be consulted as far as possible before any choice is made.

AMONG THE ANALYSTS AND CRITICS

Switcher Corrections
By F. Tescheleit

Black 1, 3, 5, 7, 11, 16.
White 13, 14, 18, 25, 31, 32.
White to play. What result?

32-27-2	16-19	31-26		may draw
		Var. 1		
25-21	23-27	X	24-20	X
16-19	24-19	31-27	27-23	23-18
32-27	27-32	28-32	18-15	
19-23**A**	19-15	27-24-2	1- 6	Black
27-24	32-28	32-27	15-11	wins

A—Corrects a "Switcher" game, Asa Long vs. Fred O'Melay, where 11-16 would only draw.

		Var. 2		
27-23	27-23	14- 5-3	7-11	7- 2
32-27	19-15	23-14	10- 7	16-20
23-19	5- 9	15-10	11-16	2- 7
		and	20-24—B.	wins.
		Var. 3		
2- 9	21-14	23-19	15-10	7-11
1-17				Black wins.

AN "EDINBURGH" WIN

Following little rarity—a win for Black on the Black side of the dread 22-18 "Edinburgh"—was played in a match between Hugh Cairney, formerly of Greenock, Scotland, and now of Vancouver, and the late Hugh McKean:

Black—Cairney			White—McKean	
10-15	23-18	8-12	13- 6	27-31
21-17	8-11	14- 9	31-27	6-10
9-13**A**	26-23	5-14	23-18	31-26
17-14	6- 9	18- 9	16-23	7- 3
6-10	28-24	17-22	6- 2	23-27
25-21	12-16	26-17	7-10	32-23
10-17	24-20	13-22	2- 6	26-19
21-14	13-17	21-17	10-15	3- 8
15-19**B**	27-24	22-26	18-14	11-15
24-15	3- 8	17-13	15-18	**E**8-11
11-25	31-26**C**	26-31	14-10	15-19
30-21	9-13**D**	9- 6	18-22	
1- 6	24-19	2- 9	10- 7	B. wins

A—A weak line for Black, of course; but here seems to have served a purpose. Weak lines have a knack of doing this. when not met with the strong play; 11-16 is regular and safer.

B—Now into a line of the 22-18 "Edinburgh," brought up by 9-13, 22-18, 10-15, 25-22, 6-10, 18-14, 10-17, 21-14, 15-19.

C—29-25 gives White a strong game; 31-26 loses, and forms a neatProblem, Black to move and win.

D—Solution to the Problem and forces a neat win for Black.

E—Taking the two for one by 10-7, allows Black to win by "first position."

"Defiance" End Game
By F. Tescheleit, London

Black 2, 8, 10, 14, 15, 16.
White 17, 21, 23, 29, 31, 32.
White to play and draw.

32-27***B***	25-22	X	17-13	31-27
8-12	23-26	22-18	23-27	10-15
29-25	24-20	10- 6	13- 9	27-24
16-20	26-30	X	10- 6	15-18
27-24	17-13	18-14	9- 5	24-19
X	30-26	6- 2	6- 1	18-14
15-18**A**	22-17	14-10	2- 7	or
23-19	26-22	21-17	27-23	20-16
18-23	19-15	19-23	7-10	Draw

A—12-16, 24-20, 15-19, X, 17-13, 26-30, 25-22, 30-25, 22-17, 25-22, 11-8, 22-18, 8-3, 18-15, 13-9, 15-18, 3-8 ,18-22, 17-13, 22-18, 8-11, 10-15, 9-6, X, 14-17. Draw.

B—Corrects 8th Scottish Tourney Game (Defiance) where Bryden lost to Stewart by 31-27.—F. T.

H. Tiffany Comments

J. A. Finn asks if White can win this position given in May issue:

Black—15, 18, 19, 20.
White—7, 24, 25, 27, 28.
White to play. I believe the following will win:

25-22	25-30	7-10	22-26	17-22
18-15	3- 7	26-22**A**	14-17	Etc.
7- 3	30-26	10-14	26-31	W. wins
		Var. A		
15-18	25-30	22-25	25-22	22-17
24-15	11- 7	8-12	28-24	19-16
18-22	30-25	25-22	22-25	17-22
15-11	7- 3	12-16	15-18	24-19
22-25	25-22	22-25	26-22	25-30
10-15	3- 8	16-19	18-23	27-24
				—W. wins.

In game 358 by the Bo'sun, at 58th move I think White wins by 18-23 instead of 28-24—in March issue—H. Tiffany.

Differs With Robinson
By M. C. Hammar

In October issue Problem 394 is O. K. for a Black win, but Mr. Robinson fails to correct my problem No. 370 in September issue. My position was:

Black kings 5, 10, 23.
White 17, 21, 22; King 2.
Black to win by *5-9**A**, 17-13, 9-5, 21-17, 23-19, 22-18, 10-6, etc.—Black wins.

A—Mr. Robinson says 5-1 will win, but try

5- 1	6-15	1- 5	*17-13	9- 5
22-18*	14- 9	*23-26	9- 6	17-14
23-14	*15-19	5- 1	22-18	Etc.
2- 6	5- 1**B**	*26-22	5- 9**C**	W.
1- 5	*19-23	1- 5	21-17	Wins

B—There may be a draw, but no Black win.

C—Probably 5-1 is best; then 21-17, 6-10, 13-9, 1-5, 18-14, 10-17, 9-6—W. wins. —Hammar.

Comment by Oscar Simonson
(Champion of Wisconsin)

Re J. A. Finn's problem No. 103, in May issue: Black 15, 18, 19, 20; White 7, 24, 25, 27, 28; White to move, what result? I submit the following to show a White win:

25-22	3- 7	10-14	24-15	27-23
18-25	30-26	22-26	18-22	30-26
7- 3	7-10	14-17	17-21	23-19
25-30	26-22A	15-18	26-30	26-23
		and	21-17—W.	Wins

Var. A

15-18	15-11	25-30	15-19	26-31
24-15	22-25	11- 8	25-22	19-15
18-22	10-15	30-25	27-23	31-27
		and	23-19—W.	wins.

All other variations seem to give White a win.—O. S.

An Eccentric Game
By W. G. W. Leggett

Produce a counterpart Game with the greatest possible number of moves—neither side being allowed to enter its opponent's king-row:

11-16	4- 8	11-16	3- 7	20-24
22-17	29-25	22-17	30-26	13- 9
8-11	5- 9	16-20	20-24	24-28
25-22	13- 6	17-13	13- 9	9- 5
16-20	2- 9	14-17	7-11	22-26
17-13	28-24	19-16	26-22	11- 7
12-16	20-27	1- 5	11-16	14-17
21-17	31-24	32-28	22-17	19-16
9-14	11-16	10-14	16-20	10-14
24-19	22-17	23-19	17-13	23-19
14-21	8-11	7-10	14-17	14-18
19-12	25-22	26-23	19-16	19-15
10-14	16-20	17-22	5-14	18-23
23-19	17-13	16-11	28-19	15-10
6-10	20-27	22-25	17-22	17-22
27-23	13- 6	11-8	16-11	16-11

VALEDICTORY.

I will not wind a lang conclusion
Wi' complimentary effusion;
But whilst your wishes and endeavors
Are blest with Fortune's smiles and favours,
I am, dear sirs, with zeal most fervent,
Your much-indebted, humble servant—
W. G. W. Leggett.

George L. King Comments

Re problem 519, Checkerist, May issue, by Willard E. Davis:

Black 16, kings 11, 15, 32.
White 20, 24, kings 8, 14.

White to play and draw. There is a dual: 8-12, 16-19, and now 14-10, instead of 12-16, also draws. Continue 19-28, 10-19—Drawn.

PROBLEM COMMENT

We are offering some very neat and instructive problems for beginners this month. No. 546 has a real kick in it that one rarely looks for in actual play. In No. 547 Mr. Hammer dresses up an old idea with a new coat. You will like Milton Johnson's No. 548; Black with a man up seems in grave danger, but a clever win is in hand. L. J. Vair, author of many beautiful problems, shows an instructive theme in No. 549. The remaining problems are by the late Dr. Banks, father of Newell. You will enjoy each one as you try to solve it.

It is a conceded fact that problems by Heffner are a guarantee of something interesting. Seven problems in this month's advanced players problem page are by the great master. They scintilate with brilliancy and that elusive quality which might appropriately be termed "class." No. 555 looks simple, yet one could easily miss the W. Win, and the same may be said of Nos. 556 and 557. No. 558 will tax your analytical power quite a bit, for white must "follow through" minutely to glimpse the win. No. 559 by Parson Brown is a neat correction to an actual game. A good cross-board study is No. 560, while No. 561 may prove too much for the solver unless he is a keen analyst. Heffner shows some neat play in No. 562, which the analysts thought at first was a W. win.

A real gem is No. 563, by John Langan, taking you in a delightful analytical voyage into the hidden beauties of Dama. If you solve each problem in the advanced section, you may seriously consider yourself a worthy candidate for the International team.

When Man is More Powerful than King

Often times a single man is of more value than a King. Note the following position:

Black, 3, 4, 8.
White 19, King 10.

White to play and win by 19-16, 8-12, 16-11, 12-16A, 10-15, 16-20, 15-19, 3-8, 19-15, 8-12, 15-19, 12-16, 19-12, 20-24, 11-7—W. wins by first position.

A—3-8, 10-15 (now if the single man on 11 were a King, Black could pitch 12-16, 11-20, 8-11 and draw.), 12-16, 15-10—W. wins.

Mike Beats Willie

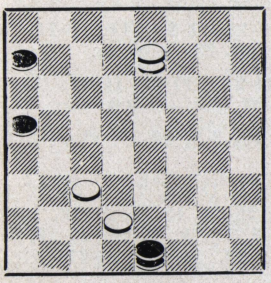
Mike Lieber topped Willie Ryan in a stake match recently at Detroit by a score of 4 to 1 out of 30 games. Willie says he missed five wins. Both youngsters are rapidly climbing the ladder to checker fame.

Problems for the Beginners

PROBLEM No. 546

By A. Smith

Black—5, 13, King 31



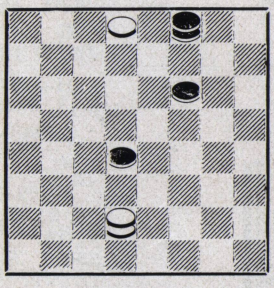
White—22, 26, King 7

White to play and draw

PROBLEM No. 547

By M. C. Hammar

White—31, King 7



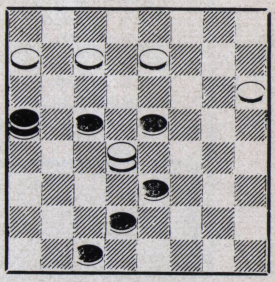
Black—15, 22, King 30

White plays; Black wins

PROBLEM No. 548

By Milton C. Johnson

White—21, 26, 27, 28, King 15



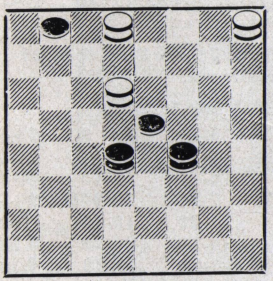
Black—3, 7, 10, 18, 19, King 20

Black to play and win

PROBLEM No. 549

By L. J. Vair

Black—1, 15, Kings 18, 19



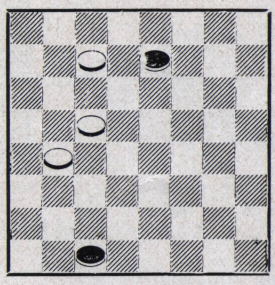
White—Kings 2, 4, 10

White to play and draw

Problem No. 550

By Dr. W. B. Banks

White—16, 19, 27



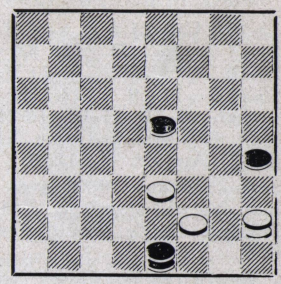
Black—3, 26

Black to play and draw

PROBLEM No. 551

By Dr. W. B. Banks

Black—15, 20, King 31



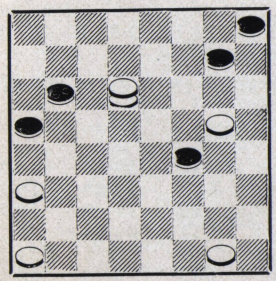
White—23, 27, King 28

White to play and win

PROBLEM No. 552

By Dr. W. B. Banks

Black—4, 8, 9, 13, 19



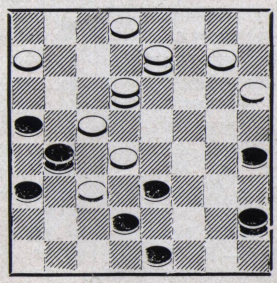
White—16, 21, 29, 32 King 10

White to play and win

PROBLEM No. 553

By Dr. W. B. Banks

White—11, 15, 19, 21, 25, 28, 31, Kings 23, 26



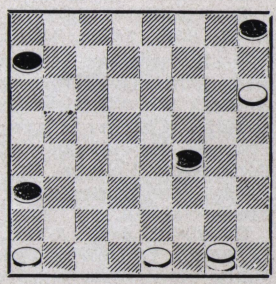
Black—2, 7, 10, 12, 13, 20, Kings 5, 16

Black to play and win

PROBLEM No. 554

By Dr. W. B. Banks

Black—4, 5, 19, 21



White—12, 29, 31, King 32

White to play and win

Beginners' Game Section

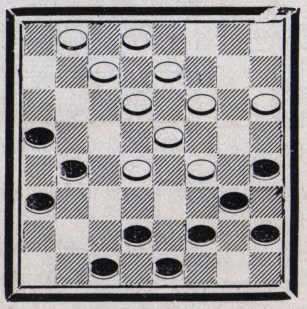
Smith's Corrections of the "British Draughts Player"

BY F. F. SMITH

Game No. 415, "Boston"

11-15	21-14	11-16	22-18	1- 6
22-17	8-11	25-21	16-20	19-15
9-13	24-19	4- 8	30-26	11-16
17-14	15-24	26-22	6- 9	25-22
10-17	28-19	8-11	29-25	

Forming position on diagram:



Black to play and draw:

7-10**A**	C19-24-1	* 2- 7-2	13-22	15-19
14- 7	15-11**D**	8- 3**J**	26-17	8-15
3-19	*6-10	7-11	10-15	19-26
18-15**B**	11- 8	22-17**K**	3- 8	31-22

—then 24-31, 17-13, 16-19—etc.—Drawn.
—D. C. Calvert, Game No. 3469 in "The Day," August 17, 1910.

A—Sturges 1800 gives this move as a loss, notwithstanding a piece is won, but I think Black should draw.—D. C. Calvert.

B—16-19 is shown to draw in the "British Draughts Player," page 386, exercise 1, variation 6 at 13, credited to Sturges, but 7-10 is given in Appendix, page 404, to a White win. There is, however, no necessity to play 7-10 and lose if 16-19 draws. After a careful analysis I have come to the conclusion that both 7-10 and 16-19 admit of a draw.—F. F. Smith.

B—32-28, 2-7, 18-15, 7-10, 22-18, 10-14, 15-11, 6-10, 18-15, 14-18, etc.—Drawn.

C—If the above is sound it corrects the many editions of "Sturges," also "Lees' Guide," the "British Draughts Player," Spayth's Checker Player," and prevents Problem No. 67 in "Stearn's Book of Portraits," Volume 2, by Dr. A. M. Purdy, from being formed, where a White win is claimed.

D—23-18, 2-7, 15-11**E**, 7-10, 11-7, 10-14, 26-23, 16-19, etc.—Black wins.—F. F. Smith.

E—21-17, 7-10* 15-11, 10-15, 11-8**F**, 6-10, 18-11, 8-3, 14-21, 3-7, 10-15, 11-8, 21-25, 8-3, 15-19, 7-10, 25-30, 10-15**I**, 30-23, 27-18, 19-23, 15-19, 23-26, 19-28, 26-30, 18-15, 30-26, etc.—Black wins.

F—17-14, 15-19, 11-8**G**, 19-23, 26-19, 16-23, 32-28, 23-32, 28-19, 32-28, 19-15, 28-24, etc.—Black wins.

G—14-10**H**, 6-15, 11-8, 9-14, 18-11, 5-9, 32-28, 19-23, etc.—Black wins.

H—27-23, 24-28, 11-8, 19-24, 14-10, 6-15, 18-11, 24-27, etc.—Black wins.

I—26-23, 19-26, 3-8, 30-25, etc.—Black wins.

J—22-18, 10-14, 18-15, 7-11, 15-10, 14-18, 23-14, 9-18, 26-23, 18-22, 23-19, 16-23, 27-18, 11-16, 8-3, 16-19, 32-28, 22-25, 3-8, 25-30, 8-11, 19-23, 28-19, 23-27, etc.—Drawn.

K—3-8**L**, 10-14, 8-15, 14-17, 21-14, 9-25, 32-28, 16-19, 23-16, 12-19, 27-23, 25-30, 23-16, 30-23, 28-19, etc.—Drawn.

L—22-18, 10-15, 32-28**M**, 15-22, 28-19**N**, 13-17, 21-14, 9-18, 26-27, 5-9, etc.—Drawn.

M—18-14, 9-18, 23-14, 15-18, 3-8, 11-15, 8-11, 15-19, 11-15, 18-22, 26-27, 13-22, 14-10, 22-26, etc.—Drawn.

N—26-17, 13-22, 28-19, 9-14, 3-8, 14-18, 8-15, 5-9, etc.—Drawn.

Var. 1

2- 7	3- 8	9-14	27- 9	25-30
15-11	19-24**A**	3- 7	5-14	31-27
7-10	8- 3	13-17	11-15	30-25
11- 7	10-15**B**	7-11	22-25**D**	23-26
9-14	22-18	17-22	15-19	Etc.
7- 3	15-22	23-19	24-28	White
6- 9	26-10	16-23	19-23	Wins.

—A. E. Greenwood.

A—10-15, 22-18, 15-22, 26-10, 19-26, 31-22, 16-19, 32-28, 9-14, 10-6, etc.—White wins.—Sturges.

B—24-28**C**, 3-8, 16-19, 23-16, 12-19, 8-12, 19-23, 26-19, 10-15, 19-10, 14-17, 21-14, 9-25, 10-6, 25-29, 6-1, 29-25, 1-6, 25-22, 12-16, 13-17, 16-19, 17-21, 19-23, etc.—White wins.

C—16-19, 23-16, 12-19, 3-8, 10-15, 22-17, etc.—White wins.

D—12-16, 10-7, 14-18, 7-3, 16-19, 3-7, etc.—White wins.

Var. 2

16-19	27-18	13-22	16-19	14-18
23-16	9-14	3- 8	24-28	10-15
12-19	18- 9	22-26	11- 7	18-23
8- 3**A**	5-14	16-11	20-24	15-18
19-23*	19-16-3	2- 6	7- 2	24-27
26-19*	14-18	8-12	6- 9	19-24
10-14*	31-26	26-30	2- 6	Etc.
22-18	18-22	12-16	9-14	White
14-23	26-17	30-26	6-10	Wins

A—32-28, 19-23, 26-19* 10-14* 19-16, 2-6, 28-19, 14-17, 21-14, 9-25—etc.—Drawn.

Var. 3

31-26	15-11	10-15	7- 2	9-14
14-18	*18-22	9-14	30-26	18-23
19-15	26-17	15-19	2- 6	14-18
2- 6*	13-22	24-28	20-24	24-27
3- 7	7-10	*11- 7**A**	6- 9	19-24
6- 9	22-26	26-30	14-18	W wins

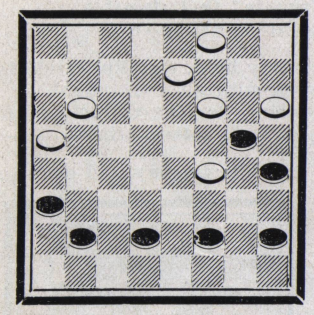
Same as Var. 2.—F. F. Smith.

A—Corrects 19-23, 26-30, 11-8, 20-24, 23-19, 14-18 to a drawn result only.

Game No. 416, "Black Doctor" (E-5)

11-15	10-17	3- 7	14-18	10-19
23-19	19-10	24-20	23-14	27-24
8-11	7-14	6-10	11-15	7-11
22-27	25-22	28-24	31-27	24-15
9-13	4- 8	1- 6	15-19	11-25
17-14	27-23	32-28	24-15	29-22

and 2-7, 28-24 forms diagram:



Black to play and draw:

6- 9**A**	8-11	11-15	19-24	14-18
14-10-**1**	24-19	12- 8	3- 7	21-14
7-14	12-16	15-19	24-27	27-31
30-25	19-12	8- 3	7-11**B**	Drawn

—Luke Phillips in "The Day," Game No. 3041, October 30, 1907.

A—Draws and corrects the "British Draughts Player," Exercise 1, Variation 7 at 7, where 6-10 is played and White wins.

B—7-10, 14-18, 21-14, 27-31, 22-15, 31-29, etc.—Black wins.—Luke Phillips.

Var. 1

30-25-**2**	11-18	26-22	26-22	3-12
9-18	14-10	21-30	7- 3	18-11
21-14	13-17	22-15	22-18	12-16
7-11	10- 7	30-26	19-16	Etc.
22-15	17-21	24-19	12-19	Drawn

—Luke Phillips.

Var. 2

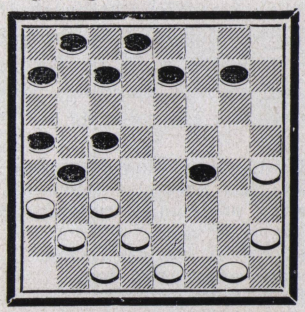
22-18	24-19	15-10	6- 2	6-13
17-22	22-25	25-29	25-22	12-16
26-17	19-15	10- 6	2- 6	Etc.
13-22	7-11	29-25	22-15	Drawn

—Luke Phillips.

Game No. 417, "Black Doctor" (E-5)

11-15	9-13	7-14	11-16	16-19
23-19	17-14	25-22	29-25	23-16
8-11	10-17	4- 8	3- 7	12-19
22-17	19-10	27-23	24-20	

Forming diagram:



White to play and draw:

32-27-**1**	16- 7	22-15	11- 7	2- 6
6-10	2-11	11-18	17-22	10-15
27-23	31-27	20-16	26-17	6-10
10-15	1- 6	8-12	13-29	15-18
23-16	27-24	16-11	7- 2	10-17
7-11	15-18	6-10	18-23	Drawn

—Janvier.

Var. 1

22-18**A**	10-17	25-22	19-24	3- 7
14-23	18-15	10-15	18-11	10-14
21-14	7-10	20-16	12-19	7-10
8-12	15- 6	2- 7	11- 7	14-18
31-27-**2**	1-10	27-23	24-27	22-15
6-10	32-27	7-10**B**	7- 3	31-22
27-23	17-21	23-18**C**	27-31	10-14

and 22-17—Black wins.

A—Given to draw at note (s) off trunk, page 371 of the "British Draughts Player" and credited to Janvier.

B—Left as drawn in the "Appendix to the British Draughts Player," page 404, and given as a further continuation of Janvier's play.

C—But there is apparently nothing left for White to do but 23-18, and Black can then win as shown above.

Var. 2

25-22	10-17	32-27	2- 7**D**	18-14
6-10	27-18	7-10	16-11	9-25
31-27	5- 9	20-16	7-16	30- 7

—etc.—Black wins. Game No. 1197, "Draughts World," November, 1900, wherein a more full analysis is given.

D—"Appendix to the British Draughts Player," page 404, note "A" off "S" leaves it here as Drawn—Stayman; but on any continuation, however, Black wins.

At Savannah, Ga.

Savannah, Georgia, players are getting together at 17 East Bay Street, and the outlook is bright for the organization of a lively club.

THE MUSE IN PROBLEM MAKING

"A Poe-etical Poe-sition"

The following poem, which manufactures a problem, is reproduced from an ancient issue of The Pittsburgh Dispatch. The position indicated by the poem (the author of which is O. H. Richmond) is illustrated on the diagram. How many of our readers can solve it?

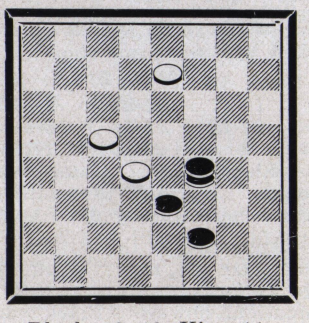
As I sat one evening dreaming,
On checker problems scheming,
To plan a problem screaming—as in the days of yore,
I thought 'tis useless trying
For new enigmas spying,
As all the best positions were published long before.
Useless trying any more.

I thought of many checker tricks,
And set two Blacks on ten and six,
And then, as an appendix, I added two men more,
On fifteen placed a White man,
On nineteen set a light man;
Then it was I noticed, a simple row of four—
Just a row, and nothing more.

On fourteen sat a Black King,
Thought I, "This is a slack thing,
Unless I make a crack thing, by adding one man more."
So a man on six and twenty
I placed, and then had plenty—
And as I moved the King and played it o'er,
Black just won, and nothing more.

—See Diagram.

White—15, 19, 26.



Black—6, 10, King 14.

Black to move and win.

The problem is quite a little gem, and requires exact play to solve. Black can easily get off the track of the win.

A Problem in Rhyme

By W. G. W. Leggett

Marshal the dusky fighting men
On two, three, five, and seven.
Then duly post the other three
On seventeen, nine, eleven.

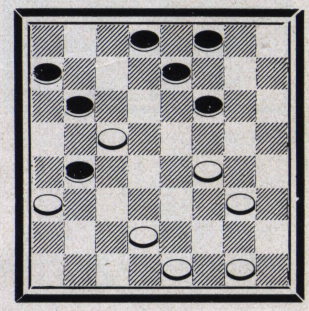
Arrayed against the coloured host
The pale-faced warriors fix,
Dropping men on thirty-one,
And nineteen, twenty-six;

The residue must firmly stand,
Or the draw cannot be done.
So slip them on to fourteen,
And twenties four and one.

Look down the line—a White man's short—
By jove! What can we do?
Just "run in" that deserter
And plant on thirty-two.

Now, votary bold, the White side take,
And work with all your might,
Then quickly let the editor know
That you have solved aright.

White to play and draw



32-27**A**	2- 6	26-23	22-25	27-23
9-18	19-15	18-22	24-20	30-25
21-14	3- 8	23-18	25-30	14-10
				Drawn.

Var. A

31-27	26-23	23-18	18-15	14-10
9-18	10-17	26-31	26-22	18-14
21-14	23-14	19-15	15-10	10- 7
2- 6	17-22	31-26	1-77	14-10
24-20**B**	27-23	15- 8	10- 6	
6-10	22-26	3-12	22-18	
				Black wins.

Var. B

19-15 18-22 Black wins.

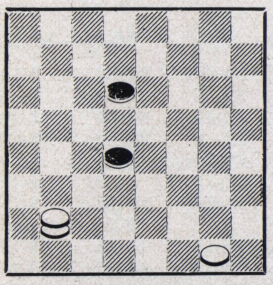
The above appeared in rhyme in the "Newcastle Weekly Chronicle," November 15th, 1890.

Problems for the Advanced Players

PROBLEM No. 555

By A. J. Heffner

Black—on 10 and 18



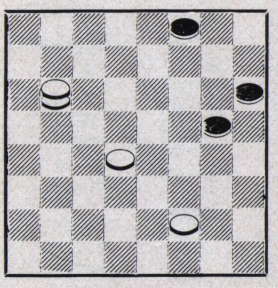
White on 32, King 25

White to play and win

PROBLEM So. 556

By A. J. Heffner

Black—3, 12 and 16



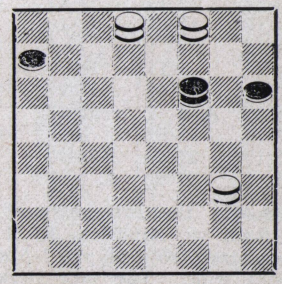
White—18, 27, King 9

White to play and win

PROBLEM No. 557

By A. J. Heffner

Black— 5, 12, King 11



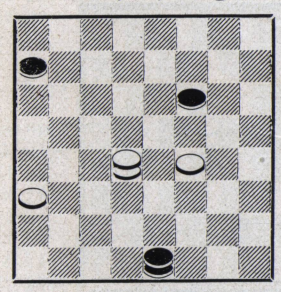
White Kings—2, 3, and 24

White to play and win

PROBLEM No. 558

By A. J. Heffner

Black—5, 11, King 31



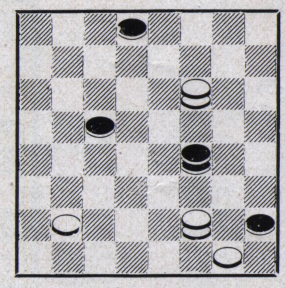
White—19, 21, King 18

White to play and win

PROBLEM No. 559

By Parson Brown

Black—2, 14, 28, King 19



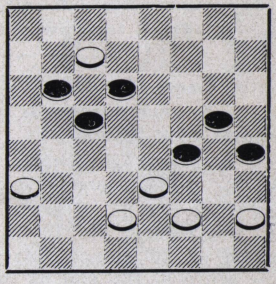
White—25, 32, Kings 11, 27

White to play and win

PROBLEM No. 560

By A. J. Heffner

Black—9, 10, 14, 16, 19, 20



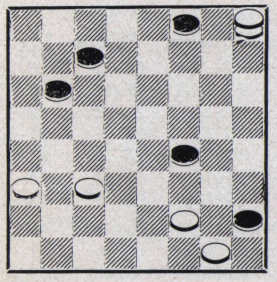
White—6, 21, 23, 26, 27, 28

White to play and win

PROBLEM No. 561

By A. J. Heffner

Black—3, 6, 9, 19, 28



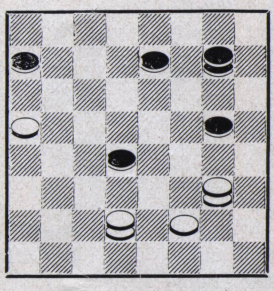
White—21, 22, 27, 32 King 4

White to play and win

PROBLEM No. 562

By A. J. Heffner

Black— 5, 7, 16, 18, King 8



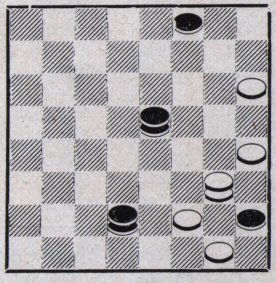
White—13, 27, Kings 24, 26

White plays; Black draws

PROBLEM No. 563

By John Langan

Black—3, 28, Kings 15, 26



White—12, 20, 27, 32 King 24

White to play and win

Advanced Players' Game Section

Game No. 418, "Denny" (C-6)

By A. J. Heffner

10-14	22-17	7-11	30-26	11-20
24-19	13-22	22-18	8-11	18-15
11-16	25- 9	1- 5	22-18	13-17
28-24	5-14	18- 9	10-14	22- 6
16-20	29-25	11-27	26-22	12-16
19-15	**A** 3- 7	32-23	2- 6	19-12
7-10	25-22	6-13	31-27	10-26
24-19	20-24	**B**26-22	6-10	
9-13	27-20	**C** 5- 9	20-16	Drawn

A—In the International match, Great Britain vs. America, L. S. Head of the American team played 1-5 and James Searight won. The late Dick Jordan proposed this as a better move.

B—This move was played in a game between two western crackerjacks and white won. It is claimed the move upsets Jordan's draw.

C—Eight-eleven was played, and it loses.. The game was poorly played, both players missing opportunities. Dick being dead, others must defend his claim. Five-nine is offered to draw.

Game No. 419, "Fife" (E-5)

The following game is published at the request of a reader:

It was played in 1883 between James Wyllie, the world's marvel at that time, and Clarence H. Freeman, a rising star of Providence, R. I., in an exhibition match of 20 games played in that city. The score at the end of the match stood: Freeman 4, Wyllie 1, drawn 15. Wyllie won the first game. This was the second game played and won by Freeman.

11-15	26-23	1- 6	31-24	6-10
23-19	18-22	21-17	25-30	7- 2
9-14	25-18	14-21	24-19	18-14
22-17	15-22	23-18	30-26	2- 7
5- 9	23-18	12-16	11- 8	22-25
17-13	14-23	19-12	28-23	29-22
14-18	27-18	8-11	19-16	14-18
21-17	11-15	24-20	23-19	22-15
9-14	18-11	21-25	16-11	19- 3
25-21	8-15	20-16	14-18	4- 8
7-11	32-27	11-20	8- 4	3- 7
30-25	4- 8	18-11	18-23	
6- 9	27-23	10-14	12- 8	
13- 6	9-14	28-24	3-12	Black
2- 9	17-13	20-17	11- 7	wins

New Chicago Champ

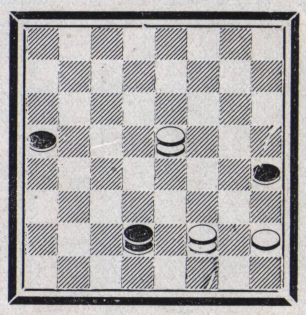
John Howe, Jr., won the city championship of Chicago recently by defeating Ralph D. Banks in the finals, 2-0 and one draw.

Game No. 420, "Cross" (E-4)

The following two games are contributed by Alex Inglis, Scotland, and were played in 1909.

Black—H. Scott			White—Inglis	
11-15	32-28	16-20	27-23	9-14
23-18	6-10	23- 7	26-22	7- 3
8-11	27-24	3-17	23-16	17-22
26-23	2- 6	12- 8	22-13	3- 7
10-14	24-15	17-21	7-10	5- 9
30-26	10-19	8- 3	5- 9	7-11
7-10	22-17	21-25	10-15	9-13
24-19	4- 8	3- 7	9-14	11-15
15-24	17-10	15-19	16-11	14-17
28-19	6-15	22-17	14-17	23-27
12-16	25-22	13-22	15-18	22-25
19-12	8-11	26-17	13- 9	29-22
11-16	21-17	25-30	11- 7	17-26
18-15	9-13	31-27	1- 5	
10-19	17-14	30-26	18-23	

Forming problem 432 in Checkerist. Mr. Scott proposed a draw, but I declared a forced win. See diagram:



White to play and win by

15-10	17-21**B**	27-31	25-29	28-24
13-17	14-17	26-30**A**	31-27	Etc.
10-14	21-25	17-22	30-25	W. wins

A—26-23, 17-22, 25-30, 28-24—W. wins.

B—17-22, 28-24, 26-30, 14-17—W. wins.

Game No. 421, "Cross" (E-4)

Black—Motherwell Player			White—Inglis	
11-15	24-19	3- 7	17- 3	**B** 5-14
23-18	15-24	27-24**A**	19-24	3- 7
8-11	28-19	16-20	18-15	2-18
26-23	11-16	31-26	27-31	22-15
10-14	22-17	20-27	23-18	31-22
30-26	4- 8	19-15	9-14	25- 2
7-10	26-22	10-19	18- 9	W. won

A—My opponent expected 19-15 here.

B—Allows a neat shot.

Payne Is Washington State Champion

The Washington state championship once more went to F. O. Payne of Seattle.

MICHIGAN TOURNEY GAMES, 1926

ROUND 1

C. H. Hollow vs. F. Pennell

Game No. 422, "Denny" (C-6)

Black—Hollow		(1)	White—Pennell	
10-14	29-25	12-19	22-17	26-23
24-19	15-18	17-10	14-18	2- 6
6-10	32-28	7-14	17-14	23-18
22-17	11-15	26-23	10-17	14-10
9-13	24-20	19-26	21-14	18-23
28-24	15-24	31- 8	18-23	10- 7
13-22	28-19	3-12	19-15	23-19
25- 9	4- 8	25-22	23-26	7- 3
5-14	30-26	2- 7	15-10	19-15
26-22	8-11	27-23	26-31	3- 8
11-15	19-15	7-10A	10- 6	
22-17	10-19	23-19	31-26	
8-11	23-16	1- 5	6- 2	

White wins 1st pass.

A—Losing move; 1-6 draws.

Game No. 423, "Denny" (C-6)

Black—Pennell		(2)	White-Hollow	
10-14	5-14	11-16	7-16	10-17
24-19	26-22	18-11	27-18	21-14
6-10	11-15	16-23	4- 8	1- 6
22-17	29-25	24-20	22-17	25-21
9-13	8-11A	7-16	16-19	8-12
28-24	23-18	20-11	30-26	26-22
13-22	14-23	3- 7	12-16	19-23
25- 9	27-18	31-27	17-14	14-10

—Drawn.

A—7-11 is best.

Game No. 424, "2nd Double Corner (E-6)

Black—Hollow		(3)	White—Pennell	
11-15	12-19	8-11	19-26	31-26
24-19	23-16	22-17	31-22	16-11
15-24	14-23	11-15	9-13	7-16
28-19	26-19	19-16	22-18	20-11
8-11	4- 8	1- 5	14-23	26-23
22-18	16-12	30-26	27-18	18-14
11-16	6-10	5- 9	20-24	10-17
25-22	22-18	17-13	32-28	21-14
16-20	9-14	15-19	24-27	23-18
29-25	18- 9	13- 6	28-24	Drawn
10-14	5-14	2- 9	27-31	
19-16	25-22	26-23	24-20	

Game No. 425, "2nd Double Corner (E-6)

Black—Pennell		(4)	White—Hollow	
11-15	27-20	15-22	24-19	16-19
24-19	4- 8	26-10	15-24	8- 3
15-24	23-18	11-15	22-15	19-23
28-19	8-11	31-26	24-27	20-16
8-11	18-14	13-17	1- 5	28-24
22-18	10-17	32-28	27-31B	16-11
9-14	21-14	1- 5	5- 9	24-27
18- 9	11-15	28-24	31-27	3- 8
5-14	29-25	17-21	9-14	27-24
25-22	3- 8	26-22	27-24	10-14
11-15	25-22	5- 9	14-10	24-27
22-18	8-11	10- 6	24-28	14-17
15-24A	14-10	9-14	15-11	27-31
18- 9	7-14	6- 1	12-16	17-22
6-13	22-18	14-18	11- 8	23-27

White—Hollow eventually won

A—15-22 take is better.

B—2-6 may draw.

Game No. 426, "Kelso" (D-1)

Black—Hollow		(5)	White—Pennell	
10-15	23-14	2-18	30-23	26-31
21-17	16-20	31-26	16-19	21-17
11-16	24-19	4- 8A	23-16	31-26
17-14	15-24	26-23	12-19	17-14
9-18	28-19	16-19	14-10	26-23
23-14	11-16	23-14	7-14	2- 6
8-11	19-15	12-16	17-10	23-19
22-17	1- 6	25-21	19-23	14-10
6- 9	32-28	8-12	10- 6	20-24
26-23	6-10	27-23	23-26	29-25
9-18	15- 6	19-26	6- 2	3- 8

—Drawn.

A—7-11 wins here for black. Continue: 7-11, 26-23, 20-24, 28-19, 4-8, 23-14, 16-32 —B. wins.

Game No. 427, "Kelso" (D-1)

Black—Pennell		(6)	White—Hollow	
10-15	5-14	23-16	8- 3	5- 1
21-17	26-23	17-21	27-31	32-27
11-16	8-11	25-22	3- 8	1- 5
17-13	28-24	6-10	16-19	27-23
16-19	4- 8	26-23	8-11	10- 7
23-16	23-19	10-15	19-23	23-18
12-19	1- 5	16-12	18-14	7- 3
22-18	14-17	11-16	31-26	18-14
15-22	31-26	20-11	14- 9	11-15
24-15	3- 7	7-16	5-11	14-18
7-11	19-16	27-18	17-10	15-10
22-18	8-12	15-19	26-22	2- 7
9-14	27-23	22-17	13- 9	
18- 9	18-27	19-23	23-27	
11-18	32-23	12- 8	9- 5	
29-25	12-19	23-27	27-32	Drawn

Game No. 428, "Double Corner" (B-4)

Black—Hollow		(7)	White—Pennell	
9-14	15-24	11-15	14-18	7-10
23-18	28-19	19-16	1- 5	8-11
14-23	1- 6	15-19	18-23	10- 7
27-18	31-26	22-18	5- 9	11- 8
12-16	6-10	19-26	23-27	18-15
18-14	22-18	18- 9	30-25	9-14
10-17	9-14	26-31	27-31	15-10
21-14	18- 9	16-11	25-22	14- 9
6- 9	5-14	31-27	15-10	10- 6
14-10	26-23	11- 8	8-11	9-14
7-14	11-15	27-23	31-27	6- 1
22-18	32-28	8- 4	22-17	14- 9
14-23	15-24	23-18	27-23	1- 5
26-12	28-19	9- 5	9-13	9-13
11-15	4- 8	18-15	10- 7	2- 6
25-22	29-25	4- 8	11- 8	17-14
8-11	8-11	10-14	23-18	7- 2
24-19	25-22	5- 1	13- 9	B. wins

Game No. 429, "Double Corner" (B-4)

Black—Pennell		(8)	White—Hollow	
9-14	7-14	16-20	5- 9	17-22
23-18	22-18	24-19	17-13	32-27
14-23	14-23	15-24	3- 7	22-25
27-18	26-12	28-19	13- 6	27-24
12-16	11-15	9-14	14-18	20-27
18-14	25-22	26-23	23-14	31-24
10-17	8-11	2- 7	10-17	25-30
21-14	29-25	25-21	21-14	24-20
6- 9	11-16	7-10	1-17	7-11
14-10	30-26	22-17	19-15	Drawn

Score: Hollow 2, Pennell 1, drawn 5.

Round 2

L. T. DeBearn vs. B. Dell

Game No. 430, "Denny" (C-7)

Black—DeBearn		(1)	White—Dell	
10-14	29-22	4- 8	24-15	29-25
24-20	5- 9	9- 5	6- 9	11- 4
6-10	21-17	1- 6	1- 6	25-22
22-18	11-15	23-18	9-13	10-14
10-15	27-23	14-23	6-10	3- 7
28-24	3- 7	26-19	13-17	4- 8
15-22	31-26	15-18	28-24	7-11
26-10	7-10	22-15	17-21	8- 3
7-14	17-13	11-18	24-19	11-18
25-22	9-14	5- 1	22-25	14-23
14-18	32-28	18-22	20-16	22-26
23-14	8-11	19-15	25-29	23-27
9-25	13- 9	10-19	16-11	W. Wins

Game No. 431, "Denny" (C-7)

Black—Dell		(2)	White—DeBearn	
10-14	16-20	14-17	11-15	22-15
24-20	24-19	21-14	28-24	23-18
6-10	4- 8	10-17	17-21	20-24
22-18	29-25	23-18	22-17	18-15
11-16	9-13	1- 5	13-22	5- 9
20-11	18- 9	32-28	26-17	14- 5
8-22	5-14	2- 6	15-18	10-14
25-18	25-22	16-12	24-19	17-10
12-16	8-11	6-10	18-22	3-14
28-24	19-16	18-14	27-23	5- 1

—White wins.

Game No. 432, "Denny" (C-3)

Black—DeBearn		(3)	White—Dell	
10-14	4- 8	15-24	15-24	12-16
22-18	29-25	28-19	27-20	20-11
11-15	8-11	7-11	3- 7	7-16
18-11	2218	22-18	22-18	18-15
8-15	9-13	1- 5	14-17	16-20
24-19	18- 9	18- 9	21-14	15-10
15-24	5-14	5-14	10-17	20-24
28-19	25-22	26-22	26-22	
6-10	11-15	11-15	17-26	
25-22	32-28	30-26	31-22	Drawn

Game No. 433, "Denny" (C-3)

Black—Dell		(4)	White—DeBearn	
10-14	27-23	15-24	13- 6	14-10
22-18	8-11	28-19	2- 9	19-28
11-15	32-27	11-15	26-22	10- 7
18 11	9-14	30-26	9-13	28-32
8-15	22-17	15-24	18- 9	7- 3
23-18	7-10	27-20	5-14	32-27
15-22	29-25	7-11**A**	31-27	3- 7
26-10	3- 7	22-18	12-16	27-23
6-15	25-22	6- 9*B*	27-24	7-16
25-22	1- 6	17-13	14-18	
4- 8	24-19	10-15	16-19	W. wins

Notes by B. Dell

A—Mr. DeBearn pointed out after the game that 12-16 draws here.

B—the losing move: 5-9 draws thus:

5- 9	26-22**C**	2-11	*18-15**D**	14-18
13-17**C**	16-19	*20-16**D**	10-19	17-14
12-16	23- 7	11-20	22-17**D**	18-23

—etc.—drawn

C—These two moves are interchangeable. Both have to be made, there being nothing better.

D—Only moves to draw, and White has to run for it.—B. Dell.

Game No. 434, "Kelso" (D-1)

(From Salt Lake Tribune)

Played in one of the Boston-Wells team matches last winter at the Boston Checker Club by Herbert Morrall (black) and Saul Weslow (white). Score and notes by Mr. Weslow.

10-15	4- 8	15-18	16-19	2- 9
21-17	29-25	24-19	21-17**C**	13- 6
11-16	9-14	11-16**A**	12-16**D**	1-10
17-13	18- 9	19-15	14- 9	22-18
16-20	5-14	10-26	3- 7	15-22
25-21	22-17	17-10	25-22	27-24
8-11	7-10	6-15	8-12	20-27
23-18	26-23	30-14	9- 6**E**	31- 6

—Drawn

A—2-7 at this point is a good move and is, perhaps, a safer procedure.

2- 7	22-15	10-19	26-22	19-24
30-26**B**	11-18	17-10	3- 8	28-19
11-16	31-26	6-15	22-15	16-23
26-22	8-11	23-14	11-18	
7-11	19-15	15-18	14-10	

—Drawn

B—All advanced players probably are aware that this position can arise from the 11-16, 22-18 opening as follows: 11-16, 22-18, 8-11, 25-22, 16-20, 22-17, 9-14, 18-9, 5-14, 29-25, 11-15, 25-22, 7-11, 17-13, 4-8, 22-17, 15-18, 30-25, 2-7, 24-19; now same as B.

C—25-22 can be met with 20-24, 27-20, 19-23, 22-17, 15-18, 14-9, 18-22, etc.

D—3-7, 25-21, 8-11, 14-10, 7-14, 17-10, 16-23, 27-18, 15-22, 10-7, 11-16, 7-3, 20-24; draw.

E—White's position is hardly strong enough to try for a win; indeed there is a possibility of losing.

Game No. 435, "Edinburgh" (A-1)

By Peter Thirkell

9-13	8-15	2- 6	1- 5	8-11
22-18	18-11	24-15	27-24	2- 6
10-15	7-16	10-19	10-15	18-22
25-22	30-25	22-18	E17-14	A14-10
6-10	4- 8	3- 7	13-17	11-15
23-19	24-20	25-22	22- 6	10- 7
11-16	16-19	6-10	15-31	15-18
18-11	32-27	21-17	24-15	
16-23	5- 9	7-11B	11-18	
27-18	27-24	31-27	6- 2	Drawn

A—6-10, 31-26, 28-24, 22-15, 29-22, 26-17.—B. wins.

B—Corrects 8-11 which pp. shows allows a White win as follows:

8-11	27-24	5-21	18-15	30-26
31-27C	9-14	24- 6	25-30	23-19
1- 5D	18- 9	21-25	26-23	7-10

—and 6-2—W. wins.

C—Corrects 29-25 as played by Mr. W. H. Wragg against W. Holmes in an old Sheffield "Independent" game (No. 474), and although Whites won, Blacks slipped a draw.

D—If 1-6, 27-24, 10-15, 29-25, against anything 25-21 wins for White.

Var. E

29-25	13-27	24-15	29-25	22-18
9-14	22-13	11-18	26-22	15-22
17-10	15-29	10- 7	18-23	18-14

—Drawn

Game No. 436, "Dundee" (G-3)

The following game was contested at Detroit Checker Club recently between J. G. Finley and W. Miller.

Black—Finley			White—Miller	
12-16	22-18	14-17	32-28	26-23
22-18	8-11	21-14	10-15	2- 6
16-20	18- 9	10-17	27-24	3- 7
24-19	5-14	26-22B	20-27	6- 1
11-15	19-16	17-26	21-17	23-18
18-11	6- 9	31-22	11-20	17-14
8-24	29-25	2- 6	18- 2	18-25
28-19	9-13	30-25	27-31	14- 5
9-14	25-22	6-10	23-18	25-22
25-22	C 1- 5A	25-21	31-26	1- 6
4- 8	22-18	5- 9	18-15	22-18

—Black wins.

A—Now same as Var. 14, ninth move, page 57 "Ency.," the order of moves leading up to it being different.

B—23-19 is pp here, continue: 17-22, 26-17, 13-22, 16-12, 7-10, 19-16, 5-9—Drawn.

C—2-6 may draw here, but 1-6 is believed to lose thus:

16-12	7-16	26-23	3-10	3- 8
11-15D	22-18	7-11	12- 8	19-24
23-18	6- 9E	18-14	16-19	30-26
14-23	31-27	9-18	8- 3	W. wins
27-11	2- 7	23- 7	11-15	

D—6-9 loses.

E—20-24, 18-14, 10-17, 21-14, 13-17, 32-28, 24-27, etc., may prove a narrow draw here.

Game No. 437, "Switcher" (E-1)

By F. Tescheleit

10-15	6-10	9-13	24-19	25-22
24-20	21-17	17-14	22-25	8- 4
15-19	8-12-2	8-11	19-15	16-19
X	27-24	25-21	11-16	X
27-24	7-16	6- 9	X	4- 8
7-10	X	26-23	14-10	19-24
24-15	25-22	19-26	25-30	8-11
11-18A	3- 7	30-23	10- 7	22-18
22-15	29-25	13-17	X	15-10
10-19	4- 8	28-24	30-25	9-13
32-27-1	22-18	17-22	18-15	10- 7

then 18-23, 7-3, 23-19, 3-7, 5-9, 7-10, 9-14, Drawn—J. Wyllie—J. Ferrie.

A—First played by Ferrie, and in both games Black obtained the better position. —F. T.

Var. 1

25-22	21-17	12-16	X	2- 7
6-10	14-21	22-18	1- 5	27-23
22-18	22-18	16-19	19-23	7-16
9-14	15-22	30-26	13- 9	15-19
X	24- 6	21-25	14-10	16-12
32-27	1-10	26-22	5- 1	1- 6
8-12	26-17	25-30	23-27	12- 8
29-25	3- 7	22-17	9- 6	6-10
4- 8	17-13-4	30-25	27-31	20-16
25-22	2- 6	18-14	6- 2	23-18
8-11	31-26	10-15	31-27	8-11
27-24	7-11	14-10	1- 6	9-23
11-15	26-22	25-21	10- 1	16-12

and 23-17, 12-8, 27-31, 28-24, 31-27, 24-20, 27-23 ,20-16, 18-14, 8-3, Draw.—J. Ferrie—J. Wyllie.

Var. 2

10-15	8-12	15-18	25-22-3 Drawn
20-16	27-24	X	—H. F. Shearer

Var. 3

17-14	29-25	9-14	8-15	7- 2
4- 8	9-13	17-13	28-24	32-27
25-21	25-22	14-18	X	21-17
18-23	5- 9	31-26	18-22	*27-23
14-10	22-17	8-12	11- 7	Black
2- 6	X	15-11	28-32	best

—W. Pagan vs. J. Stirling.

Var. 4

31-26	26-23	X	20-16	7-11
10-15	15-19		Easy draw—F. T.	

Game No. 438, "Switcher" (E-1)

By F. Tescheleit, London

11-15	15-18	X	X	9- 5
21-17	24-20	1- 6A	5- 1	23-26
9-13	4- 8	23-19	12-16	X
25-21	28-24	6-10	24-20	5- 9
8-11	11-15	14- 9	3- 7	26-30
17-14	29-25	X	X	etc.
X	8-11	13- 9	1- 5	
6-10	25-21	14-18	15-19	B. wins
22-17	18-22	9- 5	5- 9	
X	17-13	11-16	10-14	F. T.

A—Submitted to correct Game, 2376 "Draughts World." 2-6 is given by I. J. Goldsmith to only draw—F. Tescheleit.

Game No. 439, "Dnudee" (G-7)

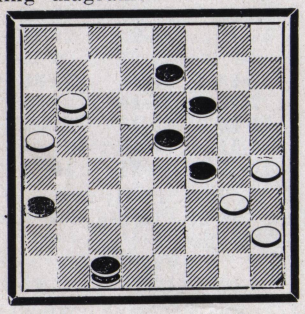
The following three games were contested recently between L. A. Finch of Parkdale, Arkansas, and T. H. Blassingame of Howe, Oklahoma. The games are contributed by Mr. Finch, who adds:

"Mr. Blassingame claims that he can draw these, but I can see no draws for him in the second two games. No. 1 will require very close play for Blacks to win, but to follow Mr. Blassingame's "if" moves I think I can win it."

Finch's Move

12-16	32-28	9-14	27-23	10-14
24-20	3- 8	18- 9	8-12	9- 6
8-12	30-26	5-14	23-16	14-17
28-14	1- 6	17-13	12-19	6- 2
10-15	21-17	2- 6	22-17	18-23
22-18	16-19	27-23	14-18	2- 6
15-22	23-16	8-12	17-14	23-30
25-18	12-19	23-16	10-17	6- 9
6-10	29-25	12-19	21-14	17-21
26-22	6-10	31-27	6-10	
10-15	25-21	4- 8	14- 9	

Forming diagram:



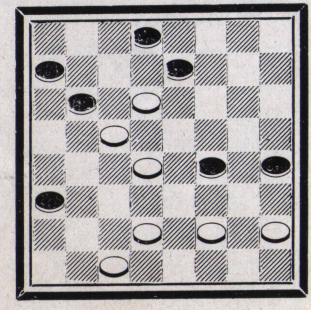
White to play; can White draw?

Game No. 440, "Endinburgh" (A-3)

Blassingame's Move

9-13	16-23	4- 8	3- 7	12-19
22-18	27-18	29-25	22-18	31-26
10-15	8-15	8-11	13-17	17-21
25-22	18-11	18-14	19-15	32-27
6-10	7-16	10-17	11-16	6- 9
23-19	22-18	21-14	26-23	15-10
11-16	16-20	1- 6	16-19	
18-11	24-19	25-22	23-16	

Forming diagram:



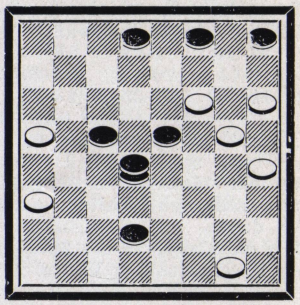
Black to play; can Black draw?

Game No. 441, "Switcher" (E-2)

Finch's Move

11-15	8-11	16-19	19-23	23-26
21-17	22-18	24-20	26-19	22-17
9-13	6- 9	1- 6	17-22	29-25
25-21	27-24	20-16	15-11	17-13
15-19	11-15	5- 9	22-29	25-22
24-15	18-11	29-25	30-26	19-16
10-19	7-16	9-14	6-10	22-18
23-16	24-15	31-27	27-24	24-20
12-19	9-18	13-17	18-23	10-15
17-14	28-24	16-12	26-22	

Forms diagram:



White to play. This looks like an easy win for Black.—L. A. Finch.

Game No. 442, "Kelso" (D-5)

By F. Tescheleit

10-15	16-20	24-19	X	27-23
23-19	31-26	2- 7	30-25	22-26
6-10	8-11	25-22**A**	7-10	32-28
26-23	19-16	9-13	X	26-31
11-16	12-19	X	14-18	23-19
22-18	24- 8	19-16	X	
X	4-11	1- 5	25-21	
10-14	28-24	22-18	17-22	
29-25	7-10	10-15	X	Drawn

—F. Tescheleit

A—Improves the following game:

19-15	5- 9	7-11	27-23	21-17
10-19	*12- 8	2- 6	25-29	25-21
23-16	X	17-21	18-22	17-13
14-23	18-15	6-10	11-15	21-17
26-19	11-18	22-25	22-26	26-31
9-14	17-13	10-14	21-25	17-14
25-22	18-22**B**	25-29	X	31-27
1- 6	13- 6	14-18	29-25	15-19
16-12	14-17	29-25	21-17	27-32
6-10	X	32-28	25-21	19-26
22-17	6- 2	12-16	17-13	Draw

A. J. Heffner vs. W. Kehoe.

B—10-15, 13-6, 15-19, 6-2, 19-24, X, 11-15, 18-22, 31-26, 14-17, Draw. A. J. H.

BRAINS AND BRAWN

(By A. C. Thomas in Cleveland Plain Dealer)

Strength and Wits

A few evenings ago Carl Tremaine battled with Eddie Shea for twelve rounds at the Cleveland Public hall, while several thousand furiously excited fight fans looked on. In Cleveland, on that same evening, Dr. Emanuel Lasker battled with thirty-five chess experts for five hours at the City Club, while a few hundred thoughtful men quietly marveled. Eddie Shea won his fight, and it no doubt took most of his reserve strength to do it, for he was thoroughly fatigued. Dr. Lasker won his fight, and was immediately afterwards ready to play a stiff game of bridge. I had planned to attend the prize fight, but the fact that both events happened on the same evening set me to thinking, with the result that I went to the City Club, and afterwards doped out the following:

Physical power is almost ideally exemplified at a prize fight. It is absolutely limited to the fighting reach. Brain power is well demonstrated by one man matching his brain against thirty-five chess experts. It seems to be practically unlimited.

One man can cope with only one other man with his physical strength, but he can cope with almost any number with his brain. Picture Eddie Shea surrounded by thirty-five expert prize fighters, toiling round and round the inner side of a great human ring for five hours, each eighteen seconds facing a fresh opponent who has had ten minutes of complete rest, and conquering them all in thirty rounds. Neither Shea, nor Jack Dempsey, nor any other mortal man, could hope to win under such a set of conditions.

Brain power is the weapon of the future. There was a time when muscle was everything and brain was nothing. Now brain is the more important. It overcomes distance and magnitude alike. It is measuring stars and atoms.

Be Prepared

We must see to it that our bodies are kept healthy and well conditioned because the body is the vehicle of the brain, and also because a normal, perfect body is one of the most beautiful and inspiring things in nature. It is natural that thousands attended a prize fight, for it is spectacular and visible. Mental power is quiet and invisible. Some day may see prize fights relegated to the scrap heap, for they are not constructive. A wallop on the skull numbs and tends to deaden brain activity.

Will you allow me to say a few words in praise of the game of chess. While it is not as ancient as the pastime of fighting it is nevertheless very, very old, and admittedly the most purely scientific and constructive of all games. From time immemorial the world's greatest thinkers and doers have been chess players. The reason is that chess playing stimulates the mind to deep, serious, and systematic concentration, which trains and strengthens the brain and adds to its power, just as exercise adds to physical power by training and strengthening the muscles.

It is not a diffcult game to learn to play. Children learn the mechanical elements of it very readily, and a few of them have astonished the world with their natural genius. But it is generally considered quite a creditable thing to be able to play a really good game. It is absolutely and purely mental, being unmixed with physical effort or any element of chance.

An average game consists of around thirty to fifty moves, and the number of ways of playing the first eight, according to one authority, is represented by the figures 169,518,829,100,000,000,000,000,000. Owing to its inexhaustible resources it is necessary to diagnose the board after every move. The game starts with equality, and, theoretically, should end in a "draw."

* * *

During his five-hour "gruelling" at the Cleveland City Club Dr. Lasker made about 1,050 moves, at an average speed of eighteen seconds, while each of his thirty-five opponents made only thirty moves, at a speed of ten minutes. Adding a brain impulse at every round, this chess colossus from Berlin drove his mental wedges, first to unmistakable advantage, then to overwhelming superiority, and finally to victory. He won thirty-two games, "drew" two and lost one. This is quite typical of the doctor's nightly exhibitions on his present American tour. After it was over I talked with the chess wizard. It seemed to me that his brain must be all scrambled up with such profound mental peregrinations. When I asked him about it he laughed merrily and answered, "I could now play a good game of bridge."

While Dr. Lasker is an immortal of the chess world, he is not the only man living today who is able to perform such a feat. There are several others, some of them greater along their especial line of brilliancy. Dr. Emanuel Lasker was world's champion for twenty-seven years. Jose Capablanca of Cuba is the present title holder. Frank Marshall is champion of the United States. In our own state of Ohio, Irving Spero of Cleveland is state champion. Imagine the progress of the world if the majority of men could apply an equal amount of thought capacity toward the success of their business. Such

a condition may, in the far, dim future, transpire, for what these few men can do today may be, in the nature of a leaven, transmitted finally to the multitudes. The day of brain power is but dawning.

Thinking

People as a rule do very little deep, concentrated thinking. They say we can't stand very much of it at a time. The reason is obvious. We do not train ourselves to think. If we avoided physical exercise to the same degree that we avoid serious thinking I doubt if we would be able to walk. The trouble is that most of us are too lazy to take the trouble to train ourselves to think. We do make a few decisions, exerting our brains in little spurts and dribbles, but we rarely use our head for concentrated logical thinking.

Chess playing is indicative of a thirst for knowledge, a willingness to apply serious thought, a determination to "find a way out." Chess is a clean, wholesome pastime, charming in its variety, unlimited in its potential brilliancies and constructive and healthful from every angle. As a mental exercise and training it is unequaled. It will develop the imagination and ability to concentrate, and enable you to think logically and decide intelligently.

By the way, I presume that you have noticed that chess is increasing in popularity by almost leaps and bounds. This is a very hopeful sign. Chess seems ideally adapted to represent the age of reason, and is rightly called the royal game. Let us then encourage it. Not for the recreation alone, although it is delightful, but rather for the sake of its potential effect on our business, our happiness, and the coming generations. I would suggest that it might be taught in our public schools. To think logically and to decide intelligently are two virtues that are surely as important, at least, as any of "the three R's."

An Ancient "Glasgow"

With the younger generation of players the "Glasgow" opening is probably little more than a name. Very little opportunity is offered by the two-move restriction for the advent of the opening, hence it is now very little used. But it was one of the stock openings of the nineteenth century. A Melbourne veteran, Mr. Hope Robinson, has made the interesting suggestion that the old openings might very well be added to the two-move restriction ballot—that is to say, any opening requiring more than two moves to form. Thus, instead of just simply the two moves coming out of the ballot the full name of an opening would come out, such as "Glasgow," "Souter," "Whilter," etc. Mr. Robinson's suggestion is certainly worthy of consideration.—(Vancouver Province.)

E. D. A. Secretary Comments

A. A. Ashworth, Secretary English Draughts Association, is working faithfully "across the pond" to bring about an early organization of the English International team to compete with America in March, 1927. The following comment by Brother Ashworth is culled from the "Draughts Review:"

"In considering who are the best players to be selected, four points should be very carefully considered: ability, temperament, age and physical fitness. Some players have the ability, but Father Time has begun to knock at the door, and they cannot now go through the strain of a strenuous contest likely to last 12 to 16 days. Other players undoubtedly have the ability, but are lacking in that elusive quality known as the 'Big Match Temperament.' "

Two players to whom these two attributes are allied together, come readily to one's mind—Robert Stewart and Newall W. Banks.

In considering the merits of each nation's team and their respective chances of a successful issue, one cannot take any reliable guide from the previous contest at Boston in 1905.

At that time Scotland had players of outstanding ability, the like of whom cannot be found today, either in Great Britain or America; so that the issue is now more open, and maybe will prove more interesting than the previous contest.

* * *

Us editors will bet our dear friend Ashworth a bag of peanuts (payable April, 1927,) that neither team will have any walk-over. It will be a battle from start to finish. And when those young mental giants, Gonotsky, Banks, Long, Ginsberg, Lieberman, Hanson, and those ripened veterans, battle-scarred with the marks of many seasons—Heffner, Horr and Reynolds—march forth to conflict, armed to the teeth with various and sundry "cooks" our cousins beyond the deep will find a worthy foeman indeed.

We are glad to note that the mother countries have such a galaxy of strong players from which to select a representative team.

Of course we hope our boys will win—yet the sport of the occasion—the clash of the best intellects in the checker realm—will prove more interesting and thrilling than the mere counting of the scores.

Here's health, boys, to all of ye!

SOLUTIONS TO PROBLEMS IN THIS ISSUE

No. 546, by A. Smith

7-10	22-17A	10-15	9-14B	17-10
5- 9	31-22			Drawn

A—Only move to draw.
B—22-26, 17-14—W. wins.

* * *

No. 547, by M. C. Hammar

7-10A	31-27	10-15	27-10	B.
15-19*	30-26*	19-23	26-23	wins

A—7-11, 30-25—B. wins.

* * *

No. 548, by Milton C. Johnson

19-24	19-12	7-10	10-14	18-23
28-19	10-19	17-13	13- 9	Etc.
20-16	21-17			—Black wins

* * *

No. 549, by L. J. Vair

4- 8	8-11	11-15	2- 6	15-19
18-22	15-18	19-24	24-28A	Drawn

A—18-23, 15-19, 24-15, 10-17, 1-10—Drawn.

* * *

No. 550, by Dr. W. B Banks

26-31	31-27	27-24	3- 7A	7-11
27-23	23-18	18-15	16-12	15- 8
			and 24-15—Drawn	

A—24-20, 16-11, 20-24, 19-16, 24-19, 15-10, 19-12, 10-6—W. wins.

* * *

No. 551, by Dr. W. B. Banks

27-24	28-32	23-18	15-22	32-30
20-27	31-26			White wins

* * *

No. 552, by Dr. W. B. Banks

16-12	7-11	15-18	18-23	28-24
8-11	16-20	23-26	9-14	20-27
10- 7	11-15	32-28	29-25	23-32
11-16	19-23	26-31	13-17	W. wins

* * *

No. 553, by Dr. W. B. Banks

2- 6	15- 6	9-27	16-21	5- 1
11- 2	13-17	31-24	24-19	B. wins
6- 9	21-14			

* * *

No. 553, by Dr. W. B. Banks

32-27	24-28	26-23	11-16	23-26
5- 9	23-19	24-20	2- 7	24-27
31-26	28-32	15-11	16-20	15-18
9-13	19-15	20-16	7-11	27-31
27-31A	32-28	11- 7	20-24	26-30
19-24	31-26	16-11	11-15	31-27
26-23	28-24	7- 2	13-17	18-22
				—White wins

Var. A

26-23B	27-31	13-17	14-10	15-11
19-26	13-17	26-23	19-23	27-23
29-25	31-13	17-14	10-15	12- 8
21-30	30-26	23-19	23-27	23-18
				—Drawn

B—The fancy moves only allow a draw on Sturges' problem ending.

* * *

No. 555, by A. J. Heffner

25-21A	26-31	28-24	24-19	8- 3
18-22B	22-18	31-27	16-12	10-15
21-17	31-26	24-20	19-16	
22-26	32-28	27-24	12- 8	3- 8
17-22	26-31	20-16	16-11	W. wins

A—Several solutions were received starting 32-27 for the win. It allows a draw thus:

32-27	27-24	25-21	21-17	17-14
10-14*	14-17*	17-22	22-26	18-22

White king cannot chase further without losing.
B—Black has two other ways of playing:

First Way

10-15	15-19	18-22	22-25	25-30
21-17	17-14	14-18	18-22	32-27
				—White wins

Second Way

10-14	14-17	17-21	18-22	22-25
21-25	32-27	25-30	27-24	30-26
			Etc.—White wins	

No. 556, by A. J. Heffner

18-15	24-27	27-24	27-31	7-11
3- 8A	14-18	32-28	7- 3	12-16
27-24	27-32	24-20	31-26	11- 4
16-20	18-23	28-32	3- 7	18-11
24-19	32-28	15-10	26-22	4- 8
20-24	23-27	32-27	19-15	11- 4
9-14	28-32	10- 7	22-18	20-11
				White wins

A—16-20, 15-11, 12-16, 9-6, 16-19, 11-7.—White wins.

* * *

No. 557, by A. J. Heffner

24-20	2- 6	6- 9	14-18	15-19
5- 9-1	9-13	13-17	22-26	23-16
3- 7	7-10	9-14	18-15	20-11
11-15-2	15-19-3	17-22	19-23	W. wins

Var. 1

12-16	2- 6	16-19	9-14	11- 7
3- 7	11- 2	13- 9	7-11	18-11
5- 9	6-13	2- 7	14-18	18-23

Then 20-24—White wins.

Var. 2

9-13	2- 6	17-21	20-24	26-30
7-16	13-17	10-15	23-26	18-22
12-19	6-10	19-23	15-18	W. wins

Var. 3

15-11	13-17	17-22	22-26	11- 8
6- 9	9-14	14-18	10-15	20-10

* * *

No. 558, by A. J. Heffner

18-23A	23-30	5- 9	14-10	18-23
5- 9	31-27	10-15	19-24	32-28
21-17	30-26	23-27	27-23	23-27
9-13	27-24	15-10	24-28	28-32
17-14	26-23	27-24	10-15	19-23
13-17	24-15	10-15	28-24	32-28
14- 9	1- 6-1	9-14	15-18	27-32
17-22	15-10	16-20	24-28	28-24
9- 6	1- 5B	24-27	23-19	32-28
22-26	11-16	15-19	28-32	White

A—18-14, 5-9, 14-5, 31-27—Drawn.

Var. 1

6- 2	11-15	2- 6	14-17	26-31
15-10	19-23	15-18	6-10	*13-17
23-19	10-14	23-26	17-13	Drawn

B—Two Natick players made a good attempt, but tripped here by playing 23-19, which allows the draw shown in Var. 1. For the benefit of the novice, the solution has been carried out to the extreme end.

* * *

No. 559, by Parson Brown

27-24	25-22A	22-18	24-27	27-18
19-23	23-26	14-23	26-30	W. wins

A—In the actual game 32-27, 23-32, 25-22 was the way it was played, the game resulting in a draw. Although a critical situation, Black seems to be able to draw.

* * *

No. 560, by A. J. Heffner

6- 2-1	7- 2D	6- 2E	6- 9	28-12
9-13A	10-15	18-22	31-24	
2- 7B	2- 6	2- 6	9-18	White
13-17C	15-18	22-31	19-26	wins

Var. 1

6- 1	15-18	9-14	25-30	12-16
9-13	14-10	26-30	10-15	25-22
1- 6	18-22	7- 3	30-25	16-19
10-15	26-17	30-26	8-12	22-18
6- 9	13-22	3- 8	16-19	
14-17*	10- 7	22-25	15-24	
21-14	19-26	14-19	26-31	Drawn

A—10-15, 2-7 White wins.
B—2-6 draws, as shown in Var. 1.
C—10-15, then 7-11, White wins.
D—7-11, then 17-22 will draw.
E—6-9, 20-24, 27-11, 18-27, 9-18, 27-31, draws.

* * *

No. 561, by A. J. Heffner

21-17	13-22C	16-23	24-20	8- 3
6-10	8-11	31-27D	16-12	19-24
22-18	22-26	23-18	20-24E	3- 8
19-24A	11-16	27-24	12- 8	11-16
27-20	26-31	18-15	7-11	8-11
9-13	18-15	3- 7	15-18	16-19
4- 8B	10-19	20-16	24-19	11-16
				W. wins

A—A hidden defence.

B—The blind move that shows the important part the king plays in the solution.

C—3-12, 18-14, 13-22, 14-7, and White is just in time to box the Black piece after both become kings.

D—3-8, 20-16, 31-27, 23-10, 27-24, 19-15, 8-12, 16-11, etc.—W. wins.

E—7-11, 15-8, 20-16, 8-4, 16-11, 12-8, 11-7, 8-3, 7-11, 32-27—W. wins.

* * *

No. 562, by A. J. Heffner

26-23	7-10*	23-18	9- 6*	18-14
8- 3A	24-19	5- 9*	19-16C	15-18
23-14	3- 7*	13- 6	20-24*	11-15
16-20D	27-23B	2- 9	16-11	18-22
14-17	7- 2*	17-13	10-15*	Drawn

A—If 18-22 White can sweep the board. Or if 8-11 then White wins as follows:

8-11	27-23	15-18	23-18	5-14
23-14	7-11	24-27	15-22	10-26
11-15	13- 9	18-15	14-10	W. wins

B—19-16 appears no better, thus:

19-16	16-11	13- 6	17-13	27-23
7- 2	5- 9	2- 9	9-14	20-24
				Drawn

C—If 13-17 Black must return 6-9 to draw.

The star moves in trunk denote only moves to draw.

D—7-10, 14-7, 3-10, 24-20, 16-19, 20-16, 19-24, 27-20, 10-15.—Drawn.—W. E. Knollin.

* * *

No. 563, by John Langan

12- 8A	27-23	20-16	24-27	27-11
3-12	26-19	19-23	12-19	W. wins

A—27-23 followed by 12-8 brings about the same solution, but if 13-17, can any of our readers show a Black draw? It looks doubtful.

SUGGESTS REMINDING SUBSCRIBERS

L. S. Hart, Jr., a staunch aid and support to the Checkerist in his section of the country (Duncannon, Pennsylvania), writes:

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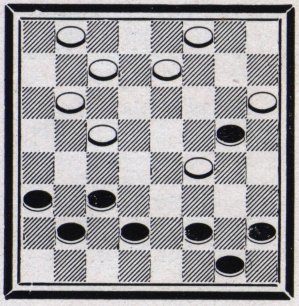
We hasten to reply to this excellent suggestion that we anticipated the need of reminding our subscribers, and have been regularly forwarding a notice requesting renewal remittance, at the time the last copy which the subscriber is entitled to receive, is mailed. We send a second and even a third notice, if necessary. Most of our readers respond as soon as they receive the notice — and many do not even wait for it to come but forward their renewal with remittance in advance of the expiration date.

"Go thou and do likewise."

END GAME

The following is an end game position that came up across the board between W. J. Wood and a Waukegan, Ill., barber. Notes by Mr. Wood.

White—14, 19, 21, 24, 26, 27, 30, 32.



Black—1, 5, 6, 7, 8, 11, 12, 17.

Black to play, White wins. As played: 11-16, 14-10*, 7-14**A**, 24-20, 16-23, etc. White wins.

A—16-23, 21-14, 6-15, etc. White wins.

An odd position. After 11-16, 14-10, Black has three ways to jump. This would have been better play; but White would win by first position:

6-10-1	21-14	5-14	18- 9	15-24
26-22	1- 6	23-18	7-10	28-19
17-26	24-20	14-23	9- 6*	8-11
30-23	6-10**B**	27-18	11-15	6- 2
10-17	14- 9	10-14	32-28	Etc.

—White wins by First Position.

B—6-9, 32-28, 9-18, 23-14—White wins.

Var. 1—6-9, 24-20, 9-18, 21-14, 1-6, 19-15. Now 6-9 loses by 15-10, etc., or 12-16 loses by 26-22, etc.

He surely was surprised when I played 14-10 and thought there was at least a draw for Black; but the above play convinced him he was in a lost position.

The Meddlesome Adviser

Draughts players always have a wholesome respect for the man that can beat them at the intellectual game, whether he wears a frock-coat or a jumper. They fully endorse the sentiments of the famous Isaac Watts when he declared, "the mind was the standard of the man." My own experience is that those folks who are sae ready to shake their heids, offer suggestions, an' mak' remarks aboot the game, ken very little about it themsel's. Gude players, knowing the intricacies o' the various positions ,are slow to mak' suggestions, an' always gie the players credit for haein' something in view that may be beyond the onlookers' ken. In fact, it is wi' draughts as wi' everything else, "a little knowledge is a dangerous thing."—"Caleb Balderstone," in "Melbourne Weekly Times."

The Draughts Review

Official organ of the English Draughts Association

This excellent Draughts periodical has just issued its 15th number. It has been giving a comprehensive review of the 12-16, 23-19 Barred Opening, showing much new play on the line.

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